Official Sega Dreamcast Magazine™

NEW!

Issue 3 January 2000

ALIVE & KICKIN'

DEAD or ALIVE 2

Hands on with Tecmo's *Soul Calibur* Killer!

RESIDENT EVIL!

SCREAMTESTED!

Code Veronica: We crack the first 30 minutes! (and show 50 new screens!)

HOLIDAY BUYER'S GUIDE

Yule Love Our Dreamcast Christmas!

SEGA RALLY 2 & NBA2K REVIEWED INSIDE!

PLUS

CRAZY TAXI

It's almost here!

Hands-on preview inside!

Slave Zero

Toy Commander

Rippin' Riders

Evolution

WWF Attitude

NBA Showtime

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INSIDE: Sega GT Revealed – Exclusive First Screenshots

THE #1 RACING GAME

The praise is pouring in for Hydro Thunder.

"...A mix of death-defying leaps, tight racing action, and thrill-a-minute-turns and burns." *- GamePro*

"Great graphics, great tracks, need we say more!" *- Next Generation*

"Hydro Thunder is a thrill-a-second experience from beginning to end. The game is incredibly fast and fluid and the track designs are to die for..." *- IGN Dreamcast*

"The bottom line is this game rocks." *- Fastest Gaming News Online*

"The game is gorgeous." *- Game Informer*

"It's simply one of the most entertaining, pure arcade-style racing games out there." *- C/Net*

"...A very exciting, edge-of-your-seat racer that offers awesome graphics and a solid engine" *- videogames.com*

"Hydro Thunder's amazing physics engine pushes this game into the top tier of console racers." *- AOL's Video Game Forum*

ON SEGA DREAMCAST™!

FEEL for yourself what the hype is all about!

"Hydro Thunder is about speed and ease of play, sparkling style and radical graphics." - *Gamer's Republic*

"Hydro Thunder rocks and is a must-buy for any and all racing fans." - *San Diego Union Tribune*

"You may need a bucket of water handy to cool yourself down after playing." - *Electronic Gaming Monthly*

"The game's real life physics, gorgeous graphics and extensive track list make this one a must for racing fans." - *Cincinnati Enquirer*

"The graphics are so crisp and lush you'll feel as if you're riding in a simulator at a theme park!" - *Knoxville News-Sentinel*

Sega Dreamcast.

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EVERYONE E CONTENT RATED BY ESRB

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Well you

would, wouldn't you?

Travel halfway around the globe to play a state-of-the-art videogame, that is.

When Capcom called to say that *Code Veronica* would be released not in February but in March, you could've heard a pin drop in the office. So much for our promised cover story. So when Tecmo called five minutes later to say that they'd happily fly us out to Tokyo to play *Dead or Alive 2* for Dreamcast, you'd have been lucky to hear a truck full of pins (plus the truck) dropping off a cliff, the cheer was so loud. Hence the girls. Stunning, aren't they? You should see the game. Our hands-on **Special Report** begins on page 46.

So, no zombie appeal on the cover. *Code Veronica* returns from the grave to grace the pages of Coming Soon, instead. Starting on page 54, we give you a play-by-play account of the first 30 minutes of Capcom's screamer. It will scare the living (room) s#@! out of you. And here's another living room nightmare: Christmas is on the way. If you want to survive that most harrowing of holidays, we strongly recommend that you take heed of our Christmas feature, which you will find unwrapped and fully assembled on page 34.

Which leaves that damn Millennium.

If you haven't planned your New Year's Eve by now, then it's probably too late. The biggest party, rest assured, will be at Sega America HQ here in sunny (on Tuesdays) San Francisco. A lot of very smart people with very big smiles on their faces, celebrating the fact that Year 2000 will begin with Dreamcast consoles sitting snugly under the TVs of some 1 million-plus US households. So if you're at a loss, you can always crash it. Tell the guy at the door with the list that we sent you.

And we're doing rather well ourselves. Thanks to you, this magazine is flying off shelves across the country. So a happy and merry everything to you all, and be sure to stick with us. Like Kasumi here, we've got it (ahem) 'covered'.

Simon Cox, Editor-in-Chief

Official Sega Dreamcast Magazine

01/00

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Dead or Alive 2

Better than *Soul Calibur*? We go hands-on with Tecmo's new 3D fighting marvel to bring you our in-depth first impressions.

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Console Yourself!

Avoid disaster with our essential holiday buyers' guide! We separate the gifts you want from the duds you don't in a nine-page yultide extravaganza.

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From Tokyo with Love

We jet off to the Land of the Rising Sun to bring you the full report from the country's biggest gaming event: Tokyo Game Show Fall '99!

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Resident Evil: Code Veronica

Sega's Tetsuya Mizuguchi

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Your guide to the games on our exclusive playable GD-ROM sampler.

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You took the time to write, now it's our chance to address your many queries and quandaries.

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Could it be? *Phantasy Star Online* exposed!

28 ARCADEZONE
Sega rolls out its stunning blaster, *Out Trigger*. Plus: *Samba de Amigo* (with gratuitous Yuji Naka shots) and more!

30 PROFILE
Tetsuya Mizuguchi Meet the brains behind the absolutely cosmic ***Space Channel 5***

118 HOWTO
Four massive pages of **codes** to soothe your troubled heart and sore thumbs.

128 ENDZONE
Scope out what we've got in store for next issue, plus we give you a chance to win a Dreamcast system, Sega games, and Sega peripherals for life! And then we kill you.

Exercise your muscle to EXORCISE their souls

SOUL FIGHTER

魂

An evil curse has fallen on the kingdom of Gomar, turning it's inhabitants into vicious creatures. A fearless warrior, female spy and powerful wizard have escaped the fate of their fellow villagers. They must now search for and capture souls in order to reverse the curse.

Your enemies will stalk, attack in groups and summon reinforcements, watch out!

Use 1st person perspective for long-distance weapons

Execute combo moves for more effective fighting

GAME FEATURES:

- *Single player 3D fantasy combat*
- *Choice of 3 heroes, each with their own set of weapons and fighting style*
- *Explore 5 huge worlds and battle over 40 unusual and powerful enemies*
- *Attempt to defeat 5 brutally fierce Bosses*

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Sega Dreamcast.

TEEN T CONTENT RATED BY ESRB

Welcome to the Disc!

Hey, Macarena!

The disc that comes bundled with this magazine is no ordinary piece of silver plastic. It's the one and only Official Sega Dreamcast Magazine demo GD-ROM.

Each edition of our GD-ROM contains exclusive demo versions of upcoming Sega Dreamcast games that you can actually play on your system — this isn't a disc for your home computer, or for listening to on a CD player (do that and you might blow your speakers).

This month's disc includes playable demos of *Zombie Revenge*, *Street Fighter Alpha 3*, *Slave Zero*, *Suzuki Alstare Extreme Racing*, and *TNN Motorsports Hardcore Heat*. We've also got an exclusive video montage from *Vigilante 8: Second Offense* for your pleasure.

You'll find a synopsis, control diagram, and some tips for each game on this page. So pop our GD-ROM into your Dreamcast, power up, and see why it's the most valuable regular addition to your GD-ROM collection.

Street Fighter Alpha 3

PLAY IT! ON THE CD

Publisher: Capcom Release Date: Now Available Players: 1-2

Ryu or Guile duke it out on each other's respective home turfs (a Japanese cliff at sunset and the top of a speeding freight train).

The latest installment in videogaming's longest-running fighting series is finally here, and looking better than ever. Up to two players can go head-to-head in the demo, playing as either the traditional Japanese martial artist Ryu or the well groomed, faster-than-lightning Air Force officer Guile.

Tip: Ryu's three basic special moves are his Fireball (roll back, down, forward + punch), Dragon Punch (roll forward, down, forward + punch), and Hurricane Kick (roll down, back + kick). Guile can perform a Sonic Boom (hold back, then forward + punch) and Lightning Kick (hold down, then up + kick). The different 'ism' modes will enable different super moves and custom combos.

Analog Stick: Not Used
D-Pad: Movement
A: Weak Kick
B: Medium Kick
X: Weak Punch
Y: Medium Punch
L: Strong Punch
R: Strong Kick

Suzuki Alstare Extreme Racing

PLAY IT! ON THE CD

Publisher: Ubi Soft Release Date: Now Available Players: 1-2

One or two players can take their superbikes for a spin through the docks in *Suzuki Alstare Extreme Racing*'s seaside course.

Fancy taking one of the world's fastest superbikes for a spin? Dreamcast's first motorcycle racer makes an appearance on the disc so you can do just that. In the demo, you (and a friend, if you wish) can race two laps on a winding seaside course riding an entry-level – yet still extremely speedy – superbike.

Tip: The nitro boost is essential to pulling ahead of the pack, but be sure to use it wisely. Activating it causes your motorcycle to pop a wheelie, so you definitely don't want to do it when heading into tight turns — and this course has lots of them.

Like what you've played? You can find a complete review of Suzuki Alstare Extreme Racing on page 115 of this issue.

Analog Stick: Steering
D-Pad: Not Used
A: Not Used
B: Not Used
X: Not Used
Y: Change Camera
L: Brake
R: Accelerate

Zombie Revenge

PLAY IT! ON THE CD

Publisher: Sega Release Date: January Players: 1-2

Another tip: when fighting the end boss, pull the metal pipe from his decaying body and beat him about the head with it. Nice.

Kick some zombie butt in Sega's Naomi-originated beat-em-up spin-off of The House of the Dead. In this one-to-two player demo, you can choose from all three of Zombie Revenge's characters and make your way through the grimy streets and back alleys of Woodside City that comprise the bulk of the game's first level.

Tip: If you want to inflict the most damage on a zombie when using a gun, make sure that you don't fire until the lock-on crosshairs have turned red. If you shoot before that, you'll just slow them down a bit. You'll find all sorts of items and weapon power-ups along the way that'll help you out as well, but use them wisely.

You can find a full preview of Zombie Revenge on page 74.

Analog Stick: Move Character
D-Pad: Move Character
A: Not Used
B: Select
X: Block
Y: Punch
L: Not Used
R: Not Used

Slave Zero

PLAY IT! ON THE CD

Publisher: Infogrames Release Date: Now Available Players: 1

In addition to its powerful jump jets, your mech can slam its foot into the pavement in order to knock rival robots off balance.

Your goal in this demo of Infogrames' explosive mech action game is to make it through two sections of the game's first level and take out three massive generators. Loads of enemies stand in your way, so you'll need to use your robot's jump jets, rockets, and heavy artillery to full effect in order to make it through the mission alive.

Tip: Be sure to use your mech's strafing ability (B and X) often in order to side-step incoming attacks. Ample use of your robot's jump jets (press up on the digital pad) is also handy for getting yourself out of hairy situations without a scratch —or was that a dent?

Be sure to read our full review of the game on page 94 for more.

Analog Stick: Look Around
D-Pad: Jump/Stomp
A: Move Back
B: Strafe Right
X: Strafe Left
Y: Move Forward
L: Fire Rocket
R: Fire Primary Weapon

Vigilante 8: Second Offense

SEE IT! ON THE CD

Publisher: Activision Release Date: Now Available

Vigilante 8: Second Offense offers up an explosive mix of driving, blasting and post-apocalyptic mayhem. (No flower-arranging? -Ed)

Road rage gets taken to the extreme in Activision's high-octane automotive blastar, which you see in action on this issue's disc. In the movie, you'll see the game's weapon-laden roadsters duking it out in several arenas, and get a good idea of the explosive action it has to offer for one to four players. Look for our full review of *Vigilante 8: Second Offense* in the next issue of DCM.

TNN Motorsports Hardcore Heat

PLAY IT! ON THE CD

Publisher: ASC Games Release Date: Now Available Players: 1

The sunny USA course in this issue's demo of *TNN Motorsports Hardcore Heat* mixes bumpy sand dunes and paved roads.

Looking for a little off-road action? This issue's demo of TNN Motorsports Hardcore Heat should fit the bill nicely. The demo lets you take one of the game's eight drivers for a three-lap spin around the sandy and very bumpy beach-front course from the full version.

You can race your dune buggy from three perspectives (two external, one internal) and select from either automatic or manual transmission types depending on your driving skills.

Tip: Drive straight when heading onto the course's many sand dunes. If you don't, you're likely to go flying out of control and loose valuable time to your opponents in the process. When you hit the paved road, go all out and don't worry about braking around curves.

Analog Stick: Steering
D-Pad: Steering
A: Up Shift
B: Not Used
X: Down Shift
Y: Rear View
L: Accelerate
R: Brake

Having Trouble?

Can't get your GD-ROM to work properly? Contact our toll-free customer service line at **1-888-613-7326** and an operator will be happy to assist you. If you still can't get the blasted thing to work, they'll have you send it in and you'll receive a brand-spanking-new one in return mail, probably with some phony letter from the editor.

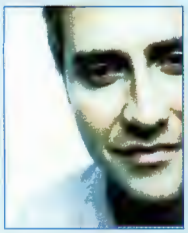
You should also bear in mind that our disc isn't intended to work on your personal computer — it'll only run on a Dreamcast. So don't even try it on one of those 'other' CD-ROM based videogame systems, either. We mean it. Really.

Toll-Free Help Line:
1-888-613-7326

Fashion consultant: The Incredible Hulk

Team DCM

Although underpaid, overworked, and bordering on the psychotic, the DCM team prides itself on knowing more about Sega Dreamcast than is strictly healthy. Should you have the misfortune to run into them on the street, do not approach them. They are highly trained and may try to sell you a subscription...



SIMON COX
Editor in Chief

BACKGROUND
Previously Executive Editor with Imagine's ground-breaking *Next Generation* magazine and (in a former life) full-time Englishman.

FAVORITE SEGA GAME
Arcade classic *Out Run*.

RANDY NELSON
Senior Editor

BACKGROUND
Previously seen working tirelessly for Internet games destination *IGN.com* and (in a former life) EB sales guy.

FAVORITE SEGA GAME
Gunstar Heroes

FRANCESCA REYES
Reviews Editor

BACKGROUND
Star writer for Imagine's *Ultra Game Players*, *PSM*, and *Next Generation* magazines and (in a former life) coffee shop slave.

FAVORITE SEGA GAME
Shining Force II

LETTER OF THE MONTH

Christmas Past

Fans have seen more than a few incarnations of their favorite *PS* characters through the years, including Myau.

I remember it so well. It was a cold Christmas day back in *1988*. I had just finished going through my stocking stuffers and was ready to unwrap my other gifts. As I opened what I considered to be my only important gift that morning my only hope was that it was what I had asked for. I ripped apart the wrapping to find exactly what I had asked for and, although I didn't realize it at the time, what would turn out to be the greatest game that I would ever play... *Phantasy Star*. I was so excited that I ran over to my *Master System* and didn't get up for two days (It took me that long to find the dungeon key in the original maze! Ha-ha...). I'm sure that the ecstatic smile that wrapped around my face while playing made my mom feel ok with spending *$70* on a *Sega* game! *Over* the next few weeks I spent more time playing that game than doing anything else. Nothing else at that time even came close. *Four* characters (you gotta love *Myau*), three worlds, a horde of monsters, numerous weapons and armor, great dungeons, an unbelievable final fight (*Darkfalz* – you bastard!), and an incredible story to tie it all together. I still have the game in my possession today and it is the only game that I will never get rid of. I can only hope that *Sega* will make a *Phantasy Star* for the *Dreamcast* but as for now the system and games look incredible and I will be waiting for *Project Ares*. Keep up the excellent work and let's go *Sega*!

Gamefan128@aol.com

Some of us here remember that day just as well, give or take a few details (like being at your house on Christmas day, and all...) and your letter really struck a chord with *Francesca*, who practically begged for *Phantasy Star IV* for Christmas several years later, as well. *For* the memories, you win Letter of the *Month*. Expect a box of cool loot from *Sega* in the mail!

Our Inflatable Friends

Well, besides the fact that your magazine kicks total ass, I was wondering where you got that blow-up furniture on the first page of Issue 01? If you could supply me the information on how I could get that same chair, it would be greatly appreciated.

Garrett Lubertine
stagar98@borg.com

On a whim to find silly props for a photo shoot, we picked up a pair of those inflatable chairs from a *Bed, Bath & Beyond* store here in *San Francisco*. *They* ran us around *$30* a piece. *Though* we can't remember the actual name of the company that makes them, you can probably find them at any department store like *Target* or *WalMart* in the "disco furniture" department.

The VMU Never Dies

When I was reading the instructions for the *VMU* it was stated that the unit's battery life is about 100 – 140 hours. In *Sonic Adventure* you use the *VMU* to train your Chao and that could easily take up quite a bit of the battery life. *So* my question is: Will the *VMU* save files even when the battery is dead or do I need to buy two *VMUs* so when I need to change batteries I just copy files to the other one? If you could answer this one question I would be very appreciative.

Thanx,
Joshua Boensch

Good question, *Joshua*. *The VMU* is pretty cool in that it allows you to save and upload files to *Dreamcast* games, even when the battery is completely dead. *You* can tell that the battery is dying if the *VMU* beeps loudly whenever you have it in your controller and you turn on your system. *The* only thing you cannot do when the battery dies is play stand-alone *VMU* mini-games, like Chao *Adventure*. *But* the files that you have on the *VMU* will not be erased. *They'll* stay put until you replace the battery.

Lara on DC?

Will a *Tomb Raider* game be released for *Dreamcast*? Eidos is releasing *Fighting Force 2* for the *DC*, so I'm hoping Lara follows Hawk's footsteps.

Will Willson
wwillson@icc.net

You aren't alone in wanting to see *Miss Croft* in full *128*-bit glory, Will. *But* as much as we'd love to join Lara on yet another lever-pulling, key carrying, tiger-killing expedition into the jungle, it might be awhile. Eidos still has an exclusivity agreement in place with *Sony* for *PlayStation*, but it ends soon. *This* means that there's a glimmer of hope for Lara to land on *DC*.

Are we compatible?

What's the word on the *US Dreamcast* being compatible with *Japanese* games? *All* us die-hard mahjong players want to know.

Mike
MIKey0123@aol.com

Future compatibility between *US* and *Japanese* *Dreamcasts* seems highly unlikely. *But*, while we cannot recommend it, there probably are ways of either modifying your system or using peripherals in order to get it to play import games. *But* you didn't hear that from us, *Mike*.

www.DailyRadar.com

I think Turb stands for "Tiny Urban Roller Bladers." That means the King is just the best in-line skater...

In-line Gaming

What exactly is a Turb? I think Turb stands for "Tiny Urban Roller Bladers." That explains the rollerblading thing. That means the king Turb, is just the best in-line skater, that is why he is king. Do you think I'm right?

Brian
GageJP1@aol.com

Couch Boarding

Hello there in Sega land. You see, it's like this. I was really looking forward to the winter months because I LOVE to snowboard. The only things that keep me living in the spring and summer months are my motorcycle and video games. Well about three days back I was riding my motorcycle (on the way to Toys R' Us to reserve my Dreamcast, ironically enough) when a Suburban pulls out into my lane. With a curb on my right and some small compact car to my left I was left with no option but to hit said Suburban. I broke my right femur (that's the big bone, hurts like hell), which the Doc says will be about 12 weeks healing. So now I'm going to miss at least a month of snowboarding season, my bike is wrecked beyond repair, and I didn't even get my DC! Life's a b*!@ch sometimes.

So as I sit here, leg propped up, playing *1080* Snowboarding on my N64, a question occurred to me: When is the *1080* killer coming out for DC? You see, I consider *1080* to be the greatest looking, best playing snowboard title ever, for any system. I'm sure someone is planning THE snowboard sim for DC, so do you have any dirt on it?

Prescott Oelke
Fort Collins, CO 80526

Ouch. Never fear, Prescott, help is on the way in the form of Sega and UEP Systems' ode to the slopes, Rippin' Riders, or Cool Boarders Burrrn in Japan. Yes, we know the US name is pretty lame, but it's a whole lot better than some of the working titles that Sega's dreamed up for it before release. Or not... But you'll definitely want to check out our review of the game on page 106. Good luck mastering the virtual slopes.

Prescott Oelke won't have to leave his living room to hit the slopes, thanks to Sega's own *Rippin' Riders*.

Can't Hardly Wait

Hi, I was wondering if you guys could answer some questions.

Will there be a World Series baseball game coming out for Dreamcast?

Since the Dreamcast has Windows CE, I was wondering if there was a possibility that Command and Conquer: Tiberian Sun could be made for Dreamcast?

I heard rumors about a second Sonic game being developed in Japan for Dreamcast. Is it true? I couldn't wait for my Saturn and can't wait for my Dreamcast!

I hope you print this because I'm a big fan of Sega and I can't wait for your next issue!

Nick Narum
Sonic9999@netzero.net

Hey Nick, yes, indeed, there is a World Series game headed for Dreamcast sometime next year. While the details are sketchy, it should be called World Series Baseball *2001*.

Bad news, Nick. The C&C franchise is developed by Westwood Studios, which in turn is owned by Electronic Arts – and we all know the story with EA, right? They haven't signed on to do any Dreamcast titles as of yet. Our sources have whispered that, though unconfirmed by Sega, one branch of the Sonic Team has been working on a sequel to Sonic Adventure for some time. But don't expect it anytime soon. It's still a ways off.

Modem Life

Props to getting the first issue together and looking good. But now it's time to get down to business and cover an important topic much neglected by DCM and its sister Imagine gaming magazines; this topic is of course about Sega's DC modem. The problem lies in the fact that there are many gamers out there that are as excited about DC as I am, but are stuck in the position of already having an ISP that doesn't use phone lines for data transfer, ie, Cable or T1. So the long and the short of it is: Is Sega planning to come out with a peripheral that will accommodate users with high bandwidth ISP's or are we more or less SOL and expected to shell out an extra $20 a mo. for a slower ISP?

Todd Curth
rcurth@home.com

Well, Todd, the unfortunate news is that if you want to go online with your Dreamcast anytime soon, you'll have to sign up with a 'traditional' ISP such as AT&T WorldNet. Sega does have plans for a cable modem and/or DSL adapter for high-speed Internet access on Dreamcast, but don't expect it to be available until the end of next year at least.

Mecha Sonic

While playing both the JP and US versions of Sonic Adventure, during E-102's adventure I saw Mecha and Metal Sonics (when E-102 awakens at the start of his adventure). Fully poseable! Why are they there? Could they be secret characters?

Marisa V. Cotilletta
mvcotil@banet.net

Hate to disappoint you, Marisa, but those versions of Sonic were strictly for show. The only secret character in Sonic Adventure is Super Sonic. Don't rule it out for the sequel, though.

His Super-ness

From Tokyo With Love

After a long trip to Japan for this year's Tokyo Game Show and other notable events, Simon has returned with his sled full of news on games, rumors and, most importantly, toys. And on the sleigh ride over, Simon's picked up a load of info on Dead or Alive 2, as well as the tensely awaited Resident Evil: Code Veronica. What more could you ask for? Well, we can think of a few things, world peace notwithstanding. Drop us a line and tell us what you want to know at: **DCM, c/o Imagine Media, 150 N. Hill Drive, Brisbane, CA 94005.** Or e-mail to **dcmag@imaginemedia.com.** Cheers and have a great holiday season!

www.DailyRadar.com

"The Critics have Spoken on the Action / Adventure Game of the Year!"

"A technical achievement...Soul Reaver delivers an epic piece of vampiric literature...93%"
– IGN.com

"Soul Reaver is a deep game possessed with a myriad of impressive little touches...9/10"
– VideoGames.com

"3D exploration and adventure at its finest...Game of the Month."
– Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
– Gaming-Age.com

"98%"
– PS Extreme Magazine

- As Raziel, stalk Nosgoth feeding on the souls of your enemies
- Engage your creator, Kain, in an epic struggle for dominance
- Dark gothic story
- No load times

PlayStation

MATURE M ESRB

PC CD ROM

Sega Dreamcast

Now on Sega Dreamcast!
LEGACY of KAIN™
SOUL REAVER
EIDOS
INTERACTIVE
CRYSTAL DYNAMICS
eidos.com

Hot Wheels

100 licensed cars, graphics to die for... *Sega GT* ups the ante in the ultra-realistic driving simulation race

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Behind closed doors, inside Sega's clandestine Japanese development HQ, programmers and designers work in hushed tones on top secret projects. The latest to inch into public view, alongside other previously black ops titles such as *Space Channel 5* and *Phantasy Star Online*, is *Sega GT* – marking the company's official entry into the next-generation driving simulation arena.

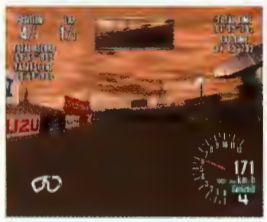
Still very much shrouded in secrecy, *Sega GT* is a simulation of high-performance production car racing featuring at least 100 licensed vehicles from several Japanese manufacturers, including Nissan, Toyota, Mazda, Mitsubishi, Subaru, Suzuki, Isuzu, and Daihatsu. Model year 2000 cars will make up a good deal of the roster, and will include such sought-after sets of wheels as the stunning new Toyota MR2 Spyder.

Realism is to be the key to the game, and Sega's development team is obviously making every effort not only to recreate the real-world likeness of its vehicles – as evident in these jaw-dropping screens – but to replicate their handling as well. Proper car tuning will be of utmost importance, and early indications even suggest that players will be able to trade their cars and settings via Dreamcast's built in modem. Sega's still tight-lipped as to whether you'll actually be able to race opponents via the Internet in the final version, however.

DCM has learned that the game's primary play mode, Championship, will reward players with cash winnings from races that can later be used to buy new cars and upgrade existing ones. Single race, time attack, and split-screen competitive modes will also be offered. Further details have yet to be divulged, but one thing is already evident: it's looking absolutely stunning. If its gameplay can hold up to these already impressive visuals, you may well be looking at one of the biggest games of 2000.

Look for *Sega GT* to make its Japanese debut next spring. **DCM** will have more details on the game, and word on a possible US release, soon.

Sega has scheduled *GT*'s release to coincide with the PlayStation 2 launch. Go figure.



***Sega GT* will feature 100-plus licensed car models, such as the new Toyota Celica.**

Interplay enraged

Incoming! Four new titles from UK developer Rage head stateside

Most recently responsible for arcade-style blaster *Incoming* and soccer title *Striker Pro 2000* (page 80), UK-based developer Rage Games has reached an agreement with Interplay that will see its next Dreamcast projects released in the US next year.

The first three games out of the gate will be *Midnight GT*, *Hostile Waters*, and *Off Road*. *Midnight GT* promises souped-up licensed production cars and some slightly

***Hostile Waters* – one of four new Rage DC games.**

less than legal racing on Japanese city streets as well as other globe-spanning locations. *Hostile Waters* will put players in the pilot's seat of helicopters, attack boats, jet fighters, and all sorts of heavy artillery for an action-heavy wargame. *Off Road*, for its part, is to be a rough-and-tumble racer featuring a multitude of environments and what promises to be one of the most realistic physics models yet. All three games should ship during the first half of 2000.

Due in the second half of next year, *Incoming Forces* is the sequel to the recently released blaster *Incoming*, and will feature a new 3D engine, more varied missions, and, of course, new futuristic attack vehicles to pilot.

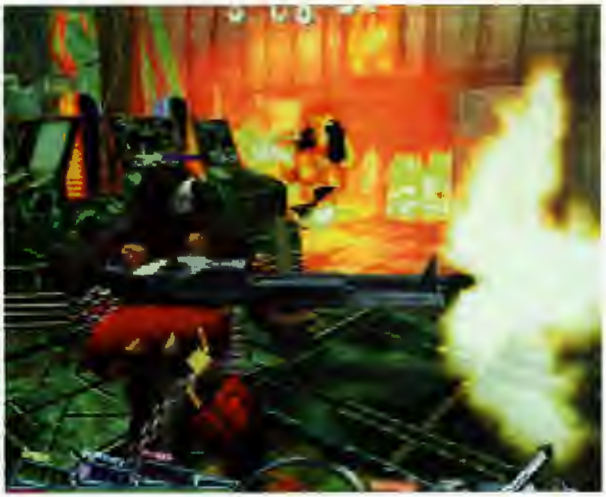
Dream On

Gunstar Heroes Treasure (1994)

Side-scrolling shoot-'em-ups didn't get any better than this in the 16bit days, when this 2D masterpiece was released for Sega Genesis, with two player simultaneous action, four weapon types, and hours of mindless fun. Treasure isn't keen on producing sequels, but let's hope it'll have a change of heart — and soon.

Hell Sent

Todd McFarlane confirms that Capcom's stunning Spawn arcade game is coming home



***Spawn: In the Demon's Hand* relies on simplistic controls, but boasts stunning visuals.**

What began as a cult comic and soon exploded into a multimedia frenzy of cartoons, film, toys, and various videogames is now due for life (or was that *afterlife*?) on Dreamcast, courtesy of Capcom.

Created by renowned comic artist Todd McFarlane, Spawn was transformed into a 3D arcade blast-'em-up by Capcom earlier this year, and should be hitting coin-op halls by the time you read this. Running on Sega's Dreamcast-compatible Naomi hardware, *Spawn: In the Demon's Hand* sees players donning the midnight-black duds and blood-red cape of McFarlane's dark anti-hero (or one of 13 other characters from the comic's universe) and taking on throngs of enemies from a third-person viewpoint. Better yet, the game allows multiple coin-ops to be networked so that up to four players can deathmatch.

In a recent status report on the Spawn franchise, Todd McFarlane himself confirmed that the yet-unreleased coin-op will be coming to the Dreamcast consoles in 2000. Capcom, who likes to keep things close to its chest, has yet to officially announce the conversion.

Consequently, there's no word on what extras are being planned for the home version — or if the adrenaline-pumping multiplayer combat will remain intact. Dreamcast's built-in modem would prove ideal for making the latter a reality via the Internet. Due to the similarities between the Naomi arcade board and Dreamcast, we should expect the rest of the conversion to be nearly (if not entirely) pixel-exact. And we'll be upset if it's not.

Stick to the pages of **DCM** for the latest word on Spawn: *In the Demon's Hand*.

Back and Blue

Sonic the Hedgehog is back for good. Not only that, but the hyperactive blue hero (and maybe even a few of his friends) is to show his grinning mug on Dreamcast again before 2000 is out. Sega of America has finally confirmed that the Sonic the Hedgehog brand will continue to be expanded on Dreamcast, with a new game starring His Hedgehogness (and possibly at least one Sonic Adventure spin-off featuring his co-stars) set be released in time for next year's holiday season. Sonic Adventure 2 is exciting news, but what else can we expect? Past Sonic projects point to any number of possibilities, from puzzle games to, uh, running (I think you mean racing. -Ed).

FYI

Sega has confirmed that Valve's acclaimed PC first-person shooter *Half-Life* will be released for

Dreamcast sometime during 2000. It will feature support for massively multiplayer combat via the Dreamcast Network online gaming service, set to go live sometime next summer.

Fans of arcade adventure *Gauntlet Legends* (shown) have reason to be happy, as Midway has

confirmed that it will bring the game to our favorite console next spring. But wait, there's more! The game will feature a number of not-yet-unannounced gameplay enhancements that are planned for the game's forthcoming arcade sequel. Woo hoo!

Gathering of Developers recently revealed that its upcoming first-

person shooter *KISS: Psycho Circus* will be released on Dreamcast next year. The game features shock rocker Gene Simmons and the rest of the KISS crew taking on hordes of motley mutant enemies in a twisted circus environment.

FYI

Still without a release for the US, Sega's Dreamcast Zip Drive is getting closer to reality in Japan.

Seen for the first time in prototype form at a pre-Tokyo Game Show press conference, the drive uses standard 100 Megabyte Zip disks and is to feature a standard USB port for the connection of printers, cameras, and other devices. Stay tuned, as **DCM** will have the latest news concerning this anticipated add-on as soon as it's announced.

THQ has announced its first Dreamcast title, *Felony Pursuit*. Set within a sprawling cityscape, the

game sees players controlling either a cop or robber in a break-neck race to either escape the law or capture offenders. Boasting more than 100 square miles of streets and alleyways and 38 missions, the game is headed for release this spring, possibly as early as March.

Norwegian 3D supremos Innerloop are currently working on a still-untitled extreme sports game

for Dreamcast that will feature mountain biking, snowboarding, paragliding, and hang gliding. No publisher has been announced, but the game is expected to arrive stateside by next April.

UK-based developer Team 17 is hard at work on *Alien Breed Conflict*, a fully 3D sequel to its top-

down shooter series from the 16bit era that achieved notoriety on Commodore's Amiga home computers. The game promises deeper gameplay than its purely action-driven predecessors and is expected to get released by the end of 2000 in the US.

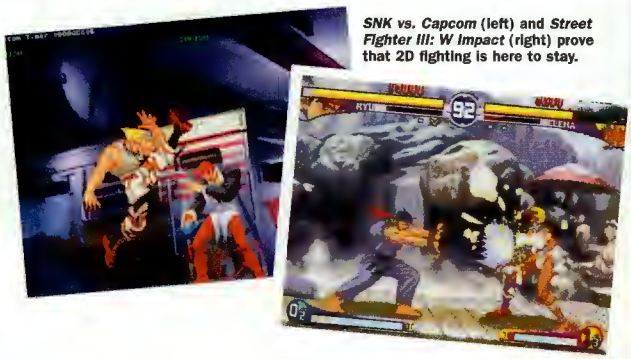
Round Two... FIGHT!

Not one, but two new *Street Fighter* games get set to square off next year

Capcom's premiere fighting series still has a lot of, well, fight left in it. Not only has the developer finally confirmed that *Street Fighter III* will appear on Dreamcast, but that *SNK vs. Capcom*, a new crossover fighter starring characters from both Capcom and rival fighter maker SNK, is coming exclusively to the system.

Due for Japanese release by year's end, and an inevitable stateside arrival next year, Capcom's home conversion of *Street Fighter III* will be re-titled *Street Fighter III: W Impact* on Dreamcast. Combining both *Street Fighter III* and *Street Fighter III: 2nd Impact* on one disc, the game will also include several home-only features – such as a training mode and a new skill evaluation 'computer' – and is promised to be pixel-for-pixel identical to the arcade version. That means we can expect the same high-color backgrounds and characters, eerily fluid animations, and staggering special effects of the processing intensive CPS*III* system brawler, which, to date, has proven too technologically advanced for any home system to handle in terms of its enhanced color palette and sprite animation capabilities.

Spawned by years of requests from fighting fans, *SNK vs. Capcom* (currently under development for the Naomi arcade hardware and Dreamcast) will, when complete, bring together dozens of contestants from both companies' character rosters and pit them against each other using a familiar *2D* fighting system. Details at present suggest that the game will enable players to choose from two fighting styles: One that resembles that of most Capcom games, and another that should prove more familiar to fans of *SNK*'s *King of Fighters* series. Confirmed fighters on the roaster include Ryu, Ken, Guile, Chun-Li, Zangief, and Blanka from the *Street Fighter* universe and Terry, Raiden, Mai, Iori, Kyo, and Benimaru from *King of Fighters*. More will be announced in the coming weeks, and the game is scheduled to hit Japanese arcades shortly before heading to Dreamcast next spring.



***SNK vs. Capcom* (left) and *Street Fighter III: W Impact* (right) prove that 2D fighting is here to stay.**

An Unfinished Saga?

A while ago it was rumored that Team Andromeda – the development group behind Sega's revered *Panzer Dragoon* series – had disbanded. Along with this news came our inevitable sadness. Randy cried, Fran put a little flower on the lid of the office Saturn, and the rest of the **DCM** team dealt with their grief privately (*What? By taking a three hour lunchbreak? -Ed*). In recent weeks, however, new rumors have begun to tell a different story. It's now thought that the developer is once again a 'team' (and not just lonely, uh, Andromedans) and is hard at work on a secret *Panzer* project for Dreamcast. Sega, the spoilsports, won't lend credence to the rumors, but this could be anything from a re-make of *Panzer Dragoon Saga* to a new, wholly unrelated game. A **DCM** team of reconnaissance scouts is already on its way to Tokyo to sniff out Team Andromeda's secret hideout. Stay tuned.

Return to Funkotron

Fan outcry ends *Toejam & Earl's* unhealthily long hibernation

Cult favorites from the 16bit days of Sega Genesis, whacked-out alien rapper duo Toejam and Earl are a step closer to a well-deserved comeback. Thanks to an outpouring of fan sentiment and a resulting change of heart on the part of the series creators at Toejam & Earl Productions, a Dreamcast debut is on the cards.

Tentatively dubbed *ToeJam & Earl & Latisha*, the third chapter in the endearingly bizarre action-adventure series will take place in full *3D*, introducing two new characters. Latisha and Neon. Latisha is a friend of the rapping duo from their home planet of *Funkotron*, while Neon is a robot dog that will both aid and annoy the trio over the course of their now entirely polygonal adventure.

Gameplay, as in the original, will revolve around tracking down – and using the abilities of – presents scattered about the landscape, and will require the three to work together to accomplish goals. Neon will play a split role; sometimes he'll be good dog and bring you presents, while other times he might bury them. Plans call for the three players to interact with one another via a split-screen display and possibly the *Dreamcast Network*. We'll have a release date and publisher as soon as they're known.

Separated at Birth

Bass (DOA2)

Hulk Hogan (WCW)

Tecmo's Team Ninja is best known for creating one of the coolest traditional fighting game series ever — but did you know they're also wrestling fans? Or so it would seem. How else would you explain the unmistakable similarity between *Dead or Alive 2*'s mammoth brute Bass and the tights-wearing WCW grappler Hulk Hogan?

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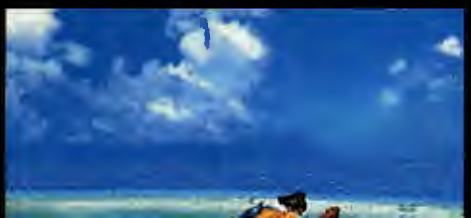
UNIVERSITY OF THE BUTTSLAM...

CLASS, MEET THE PROFESSOR.



Sega Dreamcast. IT'S THINKING

//05.

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TEEN T AGES 13+ ESRB

Virtua Fighter 3tb™

Hydro Heaven

So many boats, so little time...

Back in Issue 1, you might remember that we ran a competition asking you to build an original scale model of a Hydro Thunder boat using nothing but old cereal 'packets' (*sorry if that confused anyone; I meant 'boxes' -Ed.*) and empty toilet paper rolls. And to be honest, we didn't anticipate much in the way of sophisticated model-making – at best, maybe a few squatty box shapes smelling of Cap'n Crunch with suspiciously toilet tube-shaped 'funnels' duct-taped to the top. How wrong we were.

For the past few months we've been inundated with entries, and each day at **DCM** Towers has been a little brighter for the arrival of a new fleet of cardboard vessels from our (increasingly disgruntled) mailman.

Entries were judged on design, originality and detailing, and the eventual winner – Riptide from Thomas Bryson in South Carolina – scored very highly on the first two counts. Thomas will soon be receiving delivery of a Midway Hydro Thunder arcade machine.

Almost as good: the boats that bagged second and third place displayed excellent stylistic flair and technical execution (respectively), and **DCM** swag bags full of goodies are on the way to their designers.

DCM would like to thank to everyone who took the time to enter. We're sorry, but no boats can be reunited with their creators. They're now a permanent fixture of the **DCM** office decor – that is, until the recycling guys come by (just kidding).

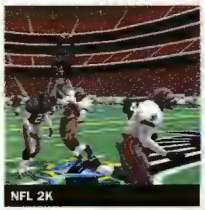
Thomas Bryson's Riptide is an amazing effort. For a start, it's the only boat we received that'd been 'engineered' with moving parts boasting incredible detail: 1 A sliding canopy conceals the cockpit's exquisite interior. 2 Rear 'tri-thrusters' are revealedby moving the aerofoil. 3 Best of all, a retractable engine hood protects the boat's source of power – a Dreamcast! (Let's hope it doesn't use Microsoft's Windows CE, it'd sink – Ed.)

This highly imaginitive Sonic boat from Lee Price of Minnesota takes a prize for making us chuckle with its cutesy comic-book style design. We can see this popping up in a hidden bonus level in Sonic Adventure 2.

Words fail us when we consider the craftsmanship of Cliffhanger, from Wyoming's Zachary Rawhouser. Clean lines, amazing symmetry, and an unbelievable paint job. Kudos.

MONITOR

SOFTWARE SALES CHARTS FROM AROUND THE GLOBE


NFL 2K

J-League Let's Make Pro-Soccer

Top 10 Best-Selling Games Overall (TRST)

SEPTEMBER 1999

1	NFL 2K
2	Sonic Adventure
3	Soul Calibur
4	Ready 2 Rumble Boxing
5	House of the Dead 2
6	Blue Stinger
7	Hydro Thunder
8	NFL Blitz 2000
9	Power Stone
10	Air Force Delta

Top 10 Best-Selling Games at Gamestop.com

OCTOBER 1999

1	NFL 2K
2	Virtua Fighter 3tb
3	Soul Calibur
4	Sonic Adventure
5	Marvel vs Capcom
6	House of the Dead 2
7	King of Fighters 99
8	Ready 2 Rumble Boxing
9	Tokyo Extreme Racer
10	Air Force Delta

Top 10 Best-Selling Games in Japan

OCTOBER 1999

1	J-League Let's Make Pro-Soccer Club! (Sports)
2	Black Matrix Advanced (RPG)
3	Atsumare! Guru Guru Onsen
4	Marionet Handler (Strategy)
5	Soul Calibur (Fighting)
6	Let's Make Pro-Baseball Team! (Sports)
7	Mobile Suite Gundam Gaiden (Action)
8	Ready 2 Rumble Boxing
9	Climax Landers (RPG)
10	Shin-Nihon Pro-Wrestling (Sports)

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Tokyo Game Show

プレス

With over 40 new DC games on display and Sega looking in peak condition, Japan's biggest videogames expo was a Dreamcast mecca. DCM's illustrious editor-in-chief just had to be there...

The phone rings. "Hi, The Official Sega Dreamcast Magazine, Fran speaking." "Hey, it's Simon. In Japan!" *Silence.* "Hello? Fran, are you there?" *Pause.* "Um, yeah, I'm here." "Fran, I've just been to the Tokyo Game Show and Sega's stuff was amazing! I've got loads of screenshots of new games like *Chu Chu Rocket* and *Space Channel 5*, so we can really pack the next iss—" "So what'd you buy us?" "Huh?" "You know, presents. For us. Since we didn't get to go." "Um, yeah, of course..." *(panics, looks around his hotel room)* "I have... um...Yes! A *Shenmue* pen. And a *Jet Set Radio* key ring. And some soaps, and a notepad—" "Fran, let go of the phone! Hey, Simon! It's Randy! Hey, here's what I want you to bring me: there're these enormous *Pen Pen* soft toys (don't get me Pikachu) — oh — and any information you can get on PlayStation 2. It looks awesome... "

"Hello, Randy. You're fired. Twice."

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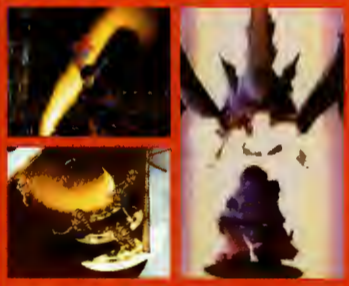
»THE GAMES THAT ATE TOKYO

»VIRTUAL ON: OROTARIO TANGRAM (SEGA)
Release (Japan): DECEMBER | Genre: ACTION
What's the Game? Robot-tastic 3D combat for mech fans. Packed in with Dreamcast twin Stick and Fighting Cable for two players.
US prospects? TBA

»SUPER RUNABOUT (CLIMAX)
Release (Japan): TBA | Genre: DRIVING
What's the Game? The sequel to the PlayStation hit Felony 1179 (as it was called here in the States, published by ASCII), Climax's latest gives you a chance to play the getaway man with a multitude of cars. Each stage harbors special missions, and you'll have to blaze your way through various towns and cities in order to pick up hot goods or speed away from the cops. The original was a fun but half-baked romp, and this one looks great: but let's hope the gameplay lives up to the Dreamcast's superior graphics.
US prospects? Good, but no takers just yet.

»STREET FIGHTER III W IMPACT (CAPCOM)
Release (Japan): DECEMBER | Genre: FIGHTING
What's the Game? Check out DC Direct for the lowdown on Capcom's latest SF title. It's promising to be the best Street Fighter yet.
US prospects? Excellent, but nothing firm.



»ETERNAL ARCADIA (SEGA)
Release (Japan): 2000 | Genre: RPG
What's the Game? Play the good pirate in this ode to fantasy replete with flying galleons, saucy wenches (okay, maybe not that last one), and very well-dressed bad guys. Vyse, the lead character, plays the honorable bandit with the Blue Pirates in an adventure being touted as the next classic on the Sega's role-playing resumé. With some of the original Phantasy Star team members at the helm, expect nothing short of incredible or innovative.
US prospects? Very, very good. We expect Sega to confirm a US release as its Japanese ship date nears.

»JET SET RADIO (SEGA)
Release (Japan): SPRING | Genre: MUSIC/ACTION
What's the Game? We'll come clean and admit that even with our connections deep within Sega, we know close to nothing about Jet Set Radio. But from what we've seen, this may very well be the most imaginative and visually impressive game that's come from Sega since NiGHTs. Though rumored as a music-type game similar to PaRappa, it'll probably end up being more of an action game, with only its controls similar to music titles. We're hoping to get a closer look at this promising title for the next issue of **DCM.** Stay tuned.
US prospects? Good, but no date confirmed.

»SPACE CHANNEL 5 (SEGA)
Release (Japan): DECEMBER | Genre: MUSIC
What's the Game? Groove around the 25th century as the über-sexy news reporter Ulala, as she fights for the future of mankind in outer space against a horde of Skittles-colored aliens called Moroliens. To do so, she must gather humans to join the cause with fancy dance moves and a laser-powered microphone. The game also doubles as an action title, with segments in which you must not only keep the beat, but take down aliens with well-timed zaps, too. Space Channel 5 is reportedly compatible with the microphone peripheral introduced with the infamous Seaman, meaning that you may be able to highstep into the spotlight and then shout commands or sing in order to save the world from evil intruders (see [illegible]).
US prospects? [illegible] confirmation yet.

»LANGRISSER MILLENNIUM (MASAYA)
Release (Japan): OUT | Genre: STRATEGY/RPG
What's the Game? Lead any of several different characters through a realtime strategy RPG, in much the same vein as Dragon Force, rather than the previous Langrisser titles.
US prospects? Working designs, maybe? Stay tuned.

»PHANTASY STAR ONLINE (SEGA)
Release (Japan): 2000 | Genre: ONLINE/RPG
What's the Game? Playable on or offline, the premise is simple. Mimicking Diablo, rather than Ultima Online, PSO is in its earliest stages, but promises to be a groundbreaking title when released.
US prospects? Very good for late 2000.

»KIKAIOH (TECH ROMANCER)

Release (Japan): JANUARY | Genre:

(CAPCOM) What's the game? A colorful arcade port with plenty of new Dreamcast-only features, characters don massive mechanical outfits to head into the fighting ring (yep, robots again). Quasi-3D environments and collectible power-ups are included, along with new characters and initially playable bosses.

US prospects? TBA

»AND THOSE THAT HAD A BITE...

There were about 50 other games shown for Dreamcast at the Fall '99 Tokyo Game Show. While not all of them made it into these hallowed pages, DCM had a go squeezing them in ...

1. SUPER PRODUCERS

Release (Japan): OUT | Genre: SIM

(HUDSON) What's the Game? Create a J-pop star from scratch by picking a specific style of music, dance moves, career path and all-round look. Includes Internet features and competitions to show up all the other girls on the Web.

US prospects? Um, we don't think so, but nobody thought that a US company would pick up EGG either.

2. BERSERK

Release (Japan): DECEMBER | Genre: ACTION/ADVENTURE

(ASCII) What's the Game? Based on a Japanese manga character, Berserk features plenty of 3D adventure and action with a hero packing one of the biggest swords this side of Cloud in FFVII. Fight bad guys, look cool, and make your way through a slew of undead. There's even the chance to pair up with a spirit buddy to replenish your health.

US prospects? ASCII's Japanese president hinted that this game would definitely be hitting the US next year.

3. DENSHA DE GO 2: 3000 MILES

Release (Japan): DECEMBER | Genre: SIM

(TAITO) What's the Game? A port of the popular arcade game, Taito's train sim gives you glimpse of just how complicated a rail conductor's life can be by giving you a chance to 'drive' along up to eight different routes in hi-res glory. The game will be packaged with a Dreamcast train controller if you're willing to sport the extra Yen. May sound dull, but Japan is nutty for these train games.

US prospects? Not while we have our strength.

4. DOKU SENKI

Release (Japan): DECEMBER | Genre: WAR SIM

(VICTOR INTERACTIVE) What's the Game? Packing over 90 stages and featuring a two-player mode, Victor Interactive's war sim/RPG has you battling across nerdy hexagon-grids in harsh environments that incorporate random natural disasters as well. Well-known anime artists are also lending their talents to the character designs in the game.

US prospects? Roll a 20-sided die...

5. NET PACHI

Release (Japan): OUT | Genre: TABLE

What's the Game? Four player pachinko madness to promote online gaming in Japan. The game looks brilliant — that is, for a pachinko simulation.

US prospects? None whatsoever.

6. CARRIER

Release (Japan): FEBRUARY | Genre: ACTION/ADVENTURE

(JALECO) What's the Game? Resident Evil on a ship. Use your 'safe' meter to decipher enemy from

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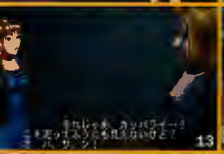
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ally and shoot down mutated monsters while collecting goodies along the way.

US prospects? Spring, 2000

7. BLACK MATRIX AD

Release (Japan): OUT | Genre: STRATEGY/RPG

(NEC) What's the Game? A turn-based strategy RPG with more traditional elements. NEC's port of a former Saturn title gives you the choice between five different female 'helpers' to accompany you throughout the game and plenty of anime-style cinemas.

US prospects? UFO Interactive is looking into bringing the game to the US early next year, but it's still iffy.

8. POP 'N' MUSIC 2

Release (Japan): OUT Genre: DANCE

(KONAMI) What's the Game? Sequel and arcade port of rhythm-action title. You must hit the right buttons to keep up with directions happening on the screen while super-cute 2D characters move around on either side of the monitor. Not exactly Space Channel 5 quality but insanely popular in Japan.

US prospects? None

9. SUNRISE HEROES

Release (Japan): DECEMBER | Genre: STRATEGY/RPG

(SUNRISE) What's the Game? Sunrise Heroes is a hi-res step forward for this sub-genre, featuring strategic turn-based battles with some of the most popular mechs/robots in Japanese pop culture. Level-up one of your 'bots' and it will evolve into an advanced form or a juicer; whatever gets the job done.

US prospects? Unknown, but we guess not.

10. GIGA WING

Release (Japan): DECEMBER | Genre: SHOOTER

(CAPCOM) What's the Game? Another Capcom arcade port of its CPS2 game with plenty of additional features including Internet score ranking and extra Gallery options for unique game art.

US prospects? TBA

11. SUPER HERO LEGENDS

Release (Japan): SPRING | Genre: ACTION

(BANPRESTO) What's the Game?

(Kamen Riders) to Iron Man. Your super-deformed alter-ego participates in full action style segments and looks darn cute to boot.

US prospects? TBA

12. TYPING OF THE DEAD

Release (Japan): DECEMBER | Genre: SHOOTER

(SEGA) What's the Game? House of the Dead 2 with a twist. Players destroy enemies with words instead of bullets by typing them as fast as possible on the arcade keyboard. Corporate data entry has nothing on this weird spin-off to promote the usefulness of the Dreamcast keyboard

US prospects? Surely not.

13. UNDERCOVER AD 2025 KEI

Release (Japan): | Genre: ACTION/ADVENTURE

(PULSE) What's the Game? Another super-sexy female cop has just landed in a heap of trouble with organized crime bosses. As Kei, the 'super-sexy cop' in question, your job clues and fight the

been but its look means it has to gameplay. Cross your fingers.

US prospects? US for a release sometime in

14. RENT-A-HERO NO. 1

Release (Japan): 2000 | Genre: RPG/ADVENTURE

(SEGA) What's the Game? Follow-up to uncovers costume with power to transform him into a superhero guys in Out

US prospects? We're betting this will make it over. Call hunch.

15. ROOMMANIA #203

Release (Japan): JANUARY | Genre: STARVING STUDENT SIM

(SEGA) What's the Game? Play God or some other non-denominational entity who controls the living situation of a young man in a modern Japanese metropolitan apartment complex. You plan his meals, bills, etc. and even decide how his love life is laid out and how well he gets along with his friends. It's an interesting premise: Francesca can hardly wait.

US prospects? TBA

16. ZOMBIE REVENGE

Release (Japan): OUT | Genre: ACTION

(SEGA) What's the Game? One or two players can fight through a zombie-infested town. Additional Dreamcast-only features pack a arcade version. A House of the Dead series.

US prospects? Check out our preview Coming Soon (page 74).

17. GODZILLA GENERATIONS: MAXIMUM IMPACT

Release (Japan): DECEMBER | Genre: ACTION

What's the Game? The follow-up to the dismal Godzilla title time around, you'll have to do a complete missions than simply destroy all buildings. Fight bosses. complete new obj

and choose from tons more creatures with which to wreak havoc. And if it's anything like the first game, all of the above will happen really, really slowly.

US prospects? Who cares?

18. MAKEN X (ATLUS)

Release (Japan): DECEMBER | Genre: ACTION

(ATLUS) What's the Game? A first-person fight-fest much in the style of Kings Field or even Hexen, you're equipped with a big sword of sorts called the Maken Sword and invited to whack some very bizarre-looking enemies into the next life. The you to 'brainjack' enemies and control 15 X should be out in Japan read this little blurb.

US oor Atlus knows who the publisher will be.

19. DEE DEE PLANET

2D, sideview-style in which you and up to three other players different types of terrain and other to kingdom come. Sounds a lot like the Worms series, but looks a lot like animated chalk drawings. Another online game Sega... Oh, dear.

US Prospects? TBA

www.DailyRadar.com

20. WORLD ADVANCED TAISEN-RYAKU DC

Release (Japan): SPRING | Genre: WAR SIM

What's the Game? Cut from the same cloth as Working Design's Saturn title Iron Storm, WAT-R is a 3D polygonal war simulation that puts you in command of massive armies for any of several countries. New strategy elements such as land elevation are now implemented.

US prospects? Undetermined.

21. JOJO'S VENTURE: LEGACY OF THE FUTURE

Release (Japan): NOVEMBER | Genre: FIGHTING

(CAPCOM) What's the Game? A port of the newly released arcade game, Capcom has given this sequel plenty of new playable characters, modes and an end-of-round evaluation to determine which attribute can be replenished before you continue on to the next bout. Players can also view actual anime snippets of Jojo's Venture.

US prospects? Tentatively, January.

22. RE: CODE VERONICA

Release (Japan): FEBRUARY | Genre: ACTION/ADVENTURE

(CAPCOM) What's the Game? Control Claire or Chris Redfield for some zombie-related fun in a game scenario set shortly after the events in Resident Evil 2. European location, a zapping system similar to the one found in RE2 and a horde of the undead hot on your trail; details are featured in our Coming Soon section.

US prospects? You betcha.

23. TOKYO BUS GUIDE

Release: DECEMBER | Genre: SIM

(TEAM 45) What's the Game? Hop into a bus as a rookie driver and participate in racing or story mode by completing training rounds and piloting a city bus around busy Japanese streets. Obey traffic signals, pick up passengers and use the Racing Wheel to do it all in true Tokyo style.

US Prospects? What do you think?

24. RAINBOW COTTON

Release (Japan): DECEMBER | Genre: SHOOTER

(SUCCESS/SUNSOFT) What's the Game? From the long running series, you'll guide the cutest witch since Tabithe on third-person view flight across enemy-filled skies. The first polygonal Cotton game is a remake of Panorama Cotton, which appeared on the MegaDrive, and it's as appealing as ever.

US prospects? TBA

25. ESPION-AGE-NTS

Release (Japan): OUT | Genre: Action/Adventure

(NEC) What's the Game? Fight through an interactive spy/horror story as one of four different characters. The catch is that you'll be able to keep tabs on your partners and switch between personas in order to keep the game moving by solving puzzles. A unique take on action/-adventuring, NEC's US publishing arm, UFO Interactive, has set plans for an early 2000 release.

US prospects? UFO Interactive is planning a 1st quarter release in the US.

26. PURASU PURAMU

Release (Japan): OUT | Genre: PUZZLE

(TAKUYO) What's the Game? More like Puyo Puyo than Bubble Bobble, Purasu Puramu (or Plus Plum in English) is aimed at the hardcore puzzle audience with a complex interlocking system and a penalty line that increases difficulty and tempo when reached. Cute, but definitely not for the casual puzzler.

US prospects? TBA

27. OUKA HOUSHIN

Release (Japan): DECEMBER | Genre: STRATEGY/RPG

(ESP) What's the Game? Based on a popular Japanese novel, Ouka Houshin's main character is a fairy sent out into the world to track down and destroy her dark, destructive fairy counterpart, who threatens to take over the world. Turn-based battles take place on playing fields akin to Shining Force: but with(um) fairies and stuff.

US Prospects? TBA

28. VIRTUA STRIKER V. 2000.1

Release (Japan): 2000 | Genre: SPORTS

(SEGA) What's the Game? The Dreamcast port of the latest Naomi soccer coin-op looks tight. Graphics exceed those of its Model 3 powered predecessor. Virtua Striker 2, and gameplay is fast and intuitive. Prospects for the game's export to US shores are excellent: its arcade counterpart is still one of the most popular titles of all time in its native land.

US Prospects? Good, under Sega Sports brand.

29. COMMUNICATION LOGIC BATTLE

Release (Japan): | Genre: PUZZLE

(TEAM FORTYFIVE) What's the Game? Think Battleship and you have the basic premise of Team FortyFive's latest. On a virtual board game of sorts, you must compete against enemies to 'sink their battleships' and restore a warm climate to the presently snow-filled world. Communication Logic Battle features internet play, as well.

US prospects? TBA

30. TREASURE STRIKE

Release (Japan): DECEMBER | Genre: ACTION

(KID) What's the Game? With the possibility of online compatibility, Kid's usual lineup of – ahem – 'adult' titles is swapped for a less steamy premise. As a treasure hunter, you must plunder

countless sites across the land in hopes of finding goodies in 3D environments. When you run into a rival, it's fight time, and you can join up to three other characters to help your cause.

US Prospects? TBA

31. VERMILLION DESERT

Release (Japan): DECEMBER | Genre: STRATEGY

(RIVERHILLSOFT) What's the Game? Tactical combat sim set in the future, featuring fully 3D graphics. Could be a real yawn, but shows some strong potential. It's all in the combat, which is, unfortunately, limited to turn-based action.

US Prospects? TBA

32. AERODANCING F

Release (Japan): SPRING | Genre: FLIGHT SIM

(CRI) What's the Game? The sequel to AeroWings in the US, AeroDancing features much of the same physics and handling of planes, but it places them in action-oriented stages with a focus on dogfighting and enhanced graphics.

US Prospects? TBA

33. LET'S PLAY GOLF

Release (Japan): OUT | Genre: SPORTS

(BOTTOM UP) What's the Game? The now-obligatory super-deformed golf game is finally hitting Dreamcast. With an option for four-player mode and updated versions of courses, characters and info accessible via modem, armchair golf addicts can expect arcade, sim modes, and lots o' wackiness.

US prospects? January from Acclaim.

34. CHU CHU ROCKET

Release (Japan): OUT | Genre: PUZZLE

(SEGA) What's the Game? Four players attempt to guide a seemingly endless (and incongruous) stream of mice into rockets, in order to them from the claws of rampaging cats. Chu-Chu Rocket is rumored to be the first 'official' online game for the like? It's it's as as hell, and it requires the reflexes of a cyborg to

US prospects? TBA

35. EVOLUTION 2

DECEMBER: RPG

(STING/ESP) What's the Game? to the original just released in the US, more of everything, including new traditional dungeons, deeper plotlines... the whole works. But, don't expect an overhaul. Head on Evolution 2 in Fantasy Zone!

US prospects? Good, but no confirmation yet

36. BANGAIOH

Release (Japan): DECEMBER SHOOTER

(TREASURE) What's the Game? A port of N64 title, Treasure's latest trademark

environments, side-scrolling shooting and colorful characters (similar to Troublemakers on N64). Each mission features its own storyline and objectives, but many of the game's visual elements and character designs will be changed for Dreamcast.

US prospects? Cross your fingers we haven't heard anything yet.

37. CRAZY TAXI

Release (Japan): TBA | Genre: DRIVING

(SEGA) What's the Game? Pick up passengers and deliver them quickly and or not. Check out two-page preview in Coming Soon.

US prospects? Expect it February

38. SHENMUE

SPRING Genre: RPG/ADVENTURE

(SEGA) What's the Game? Stroll through time in a massive and woo the ladies in style as the Hazaki. Yu Suzuki's mammoth sub-quests, immersion, fashion sense. The game itself was not playable at show, but a looping video featured thrilling forklift race, starring Ryo – not as much as we hoped for. The first chapter of Shenmue has been rescheduled for a release in Japan. Expect an update in the issue.

US prospects? Look for the first chapter to hit the winter.

»SNK VS. CAPCOM

Release (Japan): WINTER | Genre: FIGHTING

(SNK) **What's the Game?** One of the most anticipated videogame crossovers in years, *SNK Vs. Capcom* will feature new combo systems, retooled character designs, and plenty of surprises for fans. The game hits arcades, DCs, and NGPC simultaneously this winter. Hadoken!

US Prospects? The NGPC version in early 2000, and the DC version shortly after.

LET THE EVOLUTION

WWW.EVOLUTION-RPG.COM

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Sega Dreamcast

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神機世界
EVOLUTION
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Phab Five!

Three words for you: *Phantasy Star Online*

We're truly happy now. Okay, so it's not officially the fifth installment in the long-running series, but Sega recently confirmed that Sonic Team is hard at work on the next *Phantasy Star* game, entitled *Phantasy Star Online*. "Online?" you say. You bet.

Slated for release sometime next year in Japan, *PSO* will feature both multiplayer online capabilities as well as single player non-Internet play. When using the modem, you'll be able to join forces with up to three other friends online for a party of four warriors, á la *Diablo* or *Baldur's Gate*. For those less enchanted with the idea of questing in a community environment, you'll also be able to play through the game offline, with computer AI controlling the other three members of your party.

PSO's announcement comes at an opportune time for fans of the series, as well as those looking for something to do online other than upload or download game scores. Officially unveiled at the Fall Tokyo Game Show, the game was represented by a looping video segment that showed four of *PSO*'s rendered environments along with plenty of teaser text. However, because it's still very early in development, there hasn't been any real scoop on the storyline or what characters may be starring in the game.

With a motto like "This time, you're not the only hero..." Sega can expect plenty of salivating as the game gets nearer to its projected release date next year. **DCM** will be there for every scrap of news on *PSO* available, so stay tuned for the latest.

Sega unveiled some of the lush environments that will appear in *Phantasy Star Online* at Fall Tokyo Game Show, including the four pictured above. As you can see, the locales will range from modern cityscapes to organic, tropical areas. We suspect that the good ol' Dark Falz will undoubtedly make an appearance as well...

Still Evolving

Sting's *Evolution* enters second phase

After the success of *Evolution* in the Dreamcast's Japanese launch line-up, Sting has strengthened its commitment to providing even more RPGs for the system. *Evolution 2* is on its way.

With practically all of the old gang in tow, Mag Launcher and Linear Cannon head out on an adventure that promises to be more than just a simple rehash. The most noted departure from the original is that *Evolution 2* is set to include fewer randomly generated dungeons and more fixed mazes, two new playable characters, enhanced graphics, and plenty of VMU-based mini-games for portable play.

Another notable addition is the utilization of voice-over tracks to further animate everyone's favorite SD heroes. The cast of voice actors (or 'seiyuu', as they're called in Japan) includes plenty of pros including Kikuko Inoue (Belldandy in *Oh My Goddess!*) as Pepper and Akio Ootsuka (Metal Gear Solid) as Gre. Look for the game to hit Japanese shelves and your local import store this month.

With even more weird characters, dungeons, and wackiness lined up for our favorite super-deformed heroes, *Evolution 2* will hopefully outshine its predecessor in every way.

www.DailyRadar.com

RPG NEWS LINK

Sega has finally pinned down a US release date for *Climax Landers*. Slated for release in February 2000, the game is to arrive under the moniker *Time Stalker* – probably a reference to *Climax*'s classic Genesis RPG, *Land Stalker*. Following a lukewarm response in Japan, let's hope *Climax Landers* fares better in the States. Look for a comprehensive review of the game next issue.

Climax Landers becomes _Time Stalker_ in the US

Japanese developer Aki has announced a breeding RPG by the name of Anima Star. Similar to games like Pokémon and Monster Rancher, Anima Star instead focuses on using different animals to race after they've been captured and trained. The most interesting feature in the game, however, is the ability to link the Dreamcast version of Anima Star to its Game Boy Color counterpart. You heard us right – you can capture animals on the go and then race them on your Dreamcast when you get home. How cool is that? Anima Star is tentatively slated for release sometime next year in Japan.

Aki's _Anima Star_ enters the running

It seems as if Sega's much anticipated RPG, Eternal Arcadia, won't be missing the fishing boat when it releases next year in Japan. Not only has it been blessed with modern use during gameplay, but it will also use the Fishing controller during certain segments of the game (Fishing sections? -Ed). In addition, Sega has gone on the record and announced that Eternal Arcadia's battle engine will use full 3D movement, much like Square's Parasite Eve. Therefore, you'll be able to control your character and use a full range movements in order to attack enemies from any angle on the battlefield. Sega has also made sure that your enemies will be able to do likewise.

***Eternal Arcadia* takes control**

It was recently announced that the ever-popular Japanese game company Falcom, responsible for the likes of Popful Mail (Sega CD) as well as the entire Ys series, has pitched its hat into the ring to develop games for Dreamcast. The news is wonderful for fans of the tremendously popular Ys series, since it doesn't take a neuro surgeon to envisage the previously PC-only Ys Eternal making the leap to our favorite console. We'll keep you posted as news breaks.

Falcom's _Ys Eternal_ for PC – and Dreamcast?

Girls, Girls, Girls

The lovely ladies of *Sakura Taisen* are back in town — well... Paris, France, to be more exact

One of the biggest reasons to own a Saturn in Japan was the chance to play two of the most popular RPG/Simulation games around, *Sakura Taisen* and *SK2*. Featuring elements of dating simulation, strategic mech battle, and role-playing, the games have since spawned an anime series, countless multimedia projects (including Drama CDs, soundtracks, and novelizations), and spin-off games. Now, Red Co. and Sega have again teamed up for a project that's sure to have otaku drooling into their ramen bowls.

The biggest news regarding the much anticipated *Sakura Taisen 3*, is that it's received an official release date in Japan of September 17, 2000. To be titled *Sakura Wars 3: Paris is Burning* (we don't make this stuff up), the game will feature five new lovely ladies, a new male lead, a new battle engine, and a Parisian locale. Red Co. will also be releasing enhanced versions of both *Sakura Taisen* and *SK2* in the Spring and Summer of the coming year, both of which will feature VMU, Jump *Pack*, and Internet capabilities for giddy Dreamcast owners to exploit.

But that's not all. Sega and Red Co. also plan to bombard fans with a multitude of merchandise and other projects, including *Hanagumi Columns 2* (covered in last issue's **DC World**), and have also announced a brand new anime TV series, a full-length feature movie, a third Drama CD, and a *Sakura Taisen*-related title for Dreamcast entitled *Oogami Ichirou Funtouki*.

Fans should start scheduling next year's engagements now. *Stay* tuned for more breaking info on *Sakura Taisen 3* in the next issue of **DCM**.

Say hello to the new ladies of the Floral Assault Group, which include Robelia, a student from Transylvania (top right) and Kokuriko, the obligatory, perky, prepubescent school girl character (top left).

Letter Perfect

I have a question for all you **DCM** people. Since Interactive has the rights from Squaresoft to make FFVII for the PC (and hopefully FFVIII). Under the same token, would Eidos be able to make Square games for the Dreamcast? Also, will there ever be plans to re-release Saturn RPGs (ones that got here and ones that didn't) on the Dreamcast, and will Working Designs return to the Sega scene? Thank you much!

Nick Plante
Dragon5584@aol.com (One down, 5,583 to go -Ed)

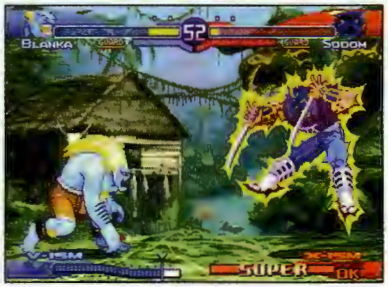
Unfortunately, Nick, the shift from PC to Dreamcast, though it would be an easy port thanks to Windows CE, isn't really that straight forward. Eidos has licensed rights to publish certain Square games on PC, but does not have the license to take the games and port them to any other videogame system. While its possible that Dreamcast publishing rights could be granted to a Eidos (or another third party), it's doubtful given that Square Soft would do such a thing – the Japanese developer has traditionally maintained a tight control over its own console game development.

As for re-releasing Saturn RPGs on Dreamcast, that may not be so implausible. Companies like NEC are already enhancing 32bit games, such as *Black Matrix AD*, for Dreamcast, but it's certainly not an emerging trend. While it's still very much up in the air if we'll see games like *Shining Force III* or *Panzer Dragoon Saga* on our favorite system, don't rule it out entirely. Dreamcast needs as many RPGs as it can get and these would be easy games to port over – keep your fingers crossed.

Regarding Working Designs, company President Victor Ireland has finally expressed an interest in the system, but no titles or projects have been announced. It's nice to know that WD's door is open, again, though. Whether this means we'll see Lunar appear in any form on Dreamcast is still rather iffy, but it does shed a little hope on the situation. We're secretly hoping that WD's shooter division, Spaz, will look into bringing over Treasure's *Bangaioh* or the infernally cute *Rainbow Cotton*.

Wondering about RPGs? Send it in to: Fantasy Zone, c/o DCM, 150 N. Hill Drive, Brisbane, CA 94005. Or email us at: DCMag@imaginemedia.com. Thanks to Axel for the amazing art of Nuriko, FZ's postmistress extraordinaire. Check out more of Axel's cool work at http://clearscape.com/~axel

Illustrations by Axel



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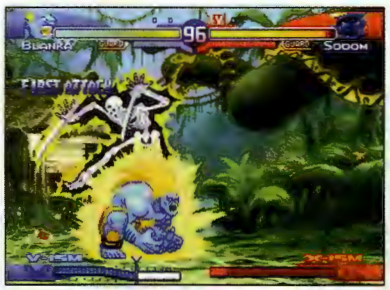

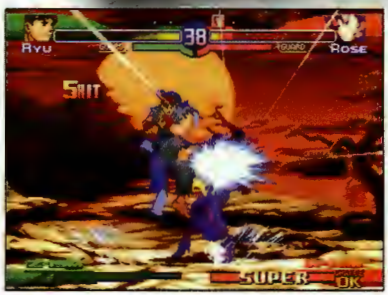

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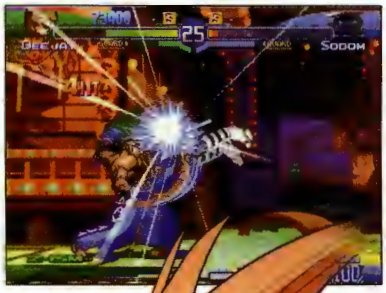

Street Fighter Alpha 3 rocks your world with new features and astonishing arcade perfection. Choose from over 30 characters, each with 3 different fighting styles. Street Fighter Alpha 3 is loaded with new enhancements and modes of play – like the around-the-world, skill building World Tour Mode and amazing Dramatic Battle brawl. If it's a fight you're looking for, this is your game!

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Finger on the Trigger

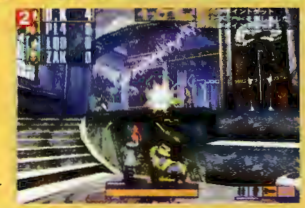
Sega gets first-personal with arcade shooter *Out Trigger*

The only gaming category to which Sega's über-talented AM2 division has yet to give its spin is the first-person shooter genre. And with the announcement (and subsequent winter release) of *Out Trigger*, it too can now be scratched off the list. Playable in both first- and third-person view, *Out Trigger*'s strongest feature is the flexibility to allow up to four players to battle it out across networked arcade machines, all in pure deathmatch style.

Within the game, you play as one member of the elite ITCS (International Counter Terrorism Special Forces). Equipped with all manner of *Quake*-like weaponry, including Rocket Launchers and Rail Guns, your job is simply to hunt down the enemy. Environments mimic the arenas and corridors of some of the best FPS titles on PC, with gameplay taking place in areas like lofty art museums and medieval-looking coliseums.

But what about the controls? Are the standard arcade joysticks still in place for *Out Trigger*? Yes and no. The development team at Sega has managed to customize the cabinets to include a trackball for controlling the camera (much like a mouse for a PC), as well as a joystick with a fire button for dictating movement on the screen and a separate button for jumping up or over objects. In other words, the arcade shooter's need for movement has been taken into account in every way.

But don't start salivating over the prospect of *Out Trigger* hitting Dreamcast just yet: the wait is likely to be long. Sega is looking into the possibility, but the decision will rely heavily on the system's networking functions and the question of whether or not it will expand to allow more than four people to play at once. With Sega's US online network still in the planning stages and Japan's Dreamcast network support in its relative infancy, first-person shooter fans may simply have to wait and see. *Out Trigger* is released into Japan's arcades this month.



1-3 The detail in *Out Trigger*'s massive environments should set a benchmark for corridor shooters – no more murky brown PC graphics! 4 Lock-on targeting should make attacks from multiple enemies an easier task to handle. 5 Four player deathmatch – Sega style.

Ambulance Chasing

Hot on the heels of Sega's firefighting sim, *Brave Firefighters*, the AM3 department is trying its hand at another 'life sim' with *Emergency Call Ambulance*. And as the title suggests, you'll be saving the world once again – but this time, doing it one patient at a time. The game lets you take control of an ambulance on the streets of Japan, where you must carefully transport patients without hitting other vehicles or objects. Each patient has his or her own variable life expectancy which is affected by either how well or how poorly you drive. Think of it as *Crazy Taxi* without the [illegible] the fun.

Gone Fishin'

Due to the insane success Sega has had with its Naomi-powered fishing game, *Get Bass* (Sega *Bass Fishing* in the US), an imminent sequel – imaginatively titled *Get Bass 2* – is on the way, set to debut sometime in the coming months.

Bust-a-Blob

Announced at the most recent JAMMA show, Sega will be pairing up with Compile (the company responsible for the long-running *Puyo Puyo* puzzle series) to bring the ultra-cute *Puyo* characters to arcades everywhere with *Puyo Puyo Da!* – this time not in puzzle form, but with their dancing shoes on. Modeled after games like Enix's *Bust-A-Move*, you'll be able to control any of the characters from the strange *Carbuncle* to the familiar Nadja, grooving on the dance floor for the high score.

Net Results

The idea of netting a defenseless zebra on the plains of Africa might not be your cup of tea (or the zebra's, for that matter), but what if you could do it without having to foot the airfare or bear the immeasurable guilt of contributing to the extinction of a waning species? Sega's *Jambo Safari* answers the call of the wild and places gamers in the driver's seat of a jeep on an expedition to capture and collect wild animals. The game uses a combination of driving and 'catching' techniques to challenge players in six massive stages. With four different hunters to play as, each stage also harbors a boss creature which will test all of your driving and 'net'-wielding skills. We're sure that plenty of the usual weirdness abounds, as well. No word on a US or Dreamcast release. But don't count on it.

Racing Home?

With the rumors concerning Yu Suzuki's *F355 Challenge* arcade game making the leap to Dreamcast sometime in the coming year, Japanese arcades will be receiving a new single-screen version of the game that also includes a slot for downloading data into your Dreamcast VMU. If that doesn't scream 'port,' we don't know what does.

Sonic Team figure-head Yuji Naka shakes his, um, 'Naka's' to the beat at the most recent JAMMA show in Japan.

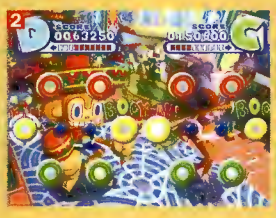
Shake, Rattle 'n' Roll

Sonic Team shakes its money maker

Sonic Team is on a bit of a roll. After announcing the development and release of games like *Chu Chu Rocket* and *Phantasy Star Online*, it might not come as any surprise that the decidedly quirky arcade music game *Samba de Amigo* is also on the roster for arcade release. Set up with a full floor mat and a set of four maracas (yes, maracas), *Samba de Amigo* challenges arcade junkies to test their rhythm skills by displaying a set of commands on-screen. It's your job to shake your maracas in the right position in time with the game's music. There are three variable positions: high, middle, and low – each with subtle variations to increase the challenge of the game.

You're even prompted to 'strike a pose' at key points in the game (this is where the floor mat comes into play) – the better your pose, the more points you're awarded. And much like games like *PaRappa* or *UmJammer Lammy*, your score will determine whether or not you'll be able to proceed to the next stage.

With a rather inspired set of character designs and some wickedly addictive gameplay, it's almost certain that *Samba de Amigo* will make the leap from arcade to Dreamcast sometime next year. But its console fate will be more clearly determined once the game releases in Japanese arcades in the coming months.



1 More gratuitous Naka shots. Check out that maraca in motion! 2-3 A grade of C or better will let you continue onto the next stage for more *Samba de Amigo* madness.

Toys will be Toys

Sega raids the toybox for a not-so-cuddly fighter

Face it. We all have unresolved issues from childhood that stem from the toys we played with as tots – and we don't mean that old Master System kicking around the closet. We're talking Barbie. We're talking that big fluffy bunny. And now, Sega's got a solution brewing in the form of *Toy Fighter*, the latest in a line of innovative 3D arcade fighters.

Featuring nine initially playable characters and a host of environments that recreate a pint-sized *Toy Commander*-esque universe, *Toy Fighter* uses a point system instead of the usual power or life gauge, to crown the winner of each round. So, whether you're fighting as Vitamin, the doll waitress, or Gushiken, the G.I. Joe-wannabe, you'll be awarded points for special moves or attacks against your opponent. The moment either you or your opponent reach the total of five points, the fight is decided and it's onto the next round. In addition, Sega has implemented a feature called the Battle Circle, which encompasses a small circular area of the ring. You or your opponent can perform grappling moves in order to pull each other closer into the Battle Circle for spectacular damage and high points.

Cross your fingers for a home DC port for this unusual coin-op fighting fest – we've heard the gameplay is said to smack of such Sega beat 'em up classics as *Fighting Vipers* and *Fighter's Megamix*. Which is just fine by us. More on this soon.

1 Right out of the wrapper, Sega's toy fighters come out kicking. 2 'Catching' your opponent pulls them into the Battle Circle. 3 Once in the Battle Circle, you can close in for maximum damage and points.

Boot to the Head

Namco's latest Naomi-powered contribution to the arcade scene, the soccer sim, *World Kicks*, gets our vote for most unique cabinet design with four soccer ball 'controllers' attached for your kicking pleasure.

"With Ulala's power, passion, and love,

WARNING: The Moroliens have landed! DCM asks to be taken to their leader, the man behind Sega's upcoming super groovy *Space Channel 5*

Tetsuya Mizuguchi

While his name may not be as recognizable to some as Yuji Naka's or Yu Suzuki's, Tetsuya Mizuguchi has literally been the driving force behind some of Sega's most notable arcade hits, *Sega Rally* included. But after the announcement of *Space Channel 5*, a kitschy, catchy ode to the dance/music genre, Mizuguchi may not be lingering in the shadows of his fellow Sega stars for long.

After being asked to try his hand at a Dreamcast title, Mizuguchi decided to pour his talents into Space Channel 5 with the hope of making a title accessible to everyone. Taking place in the 25th century, the game showcases a news reporter named Ulala (pronounced "oo-la-la"). Armed with only her microphone, a penchant for '60s-style pop and some wicked dance moves, Ulala must not only save Earth from the Moroliens (an alien race), but also bring as many humans along for the ride as possible.

Designed to use both rhythmic button presses as well as directional controls, the game is split into two parts. The first is most similar to dance sims like Bust-A-Groove, in which your job is to dance and attract other characters to join your 'groove,' so to speak. The better you dance, the more people will follow behind Ulala. The other style of gameplay pits Ulala against the Moroliens. You must keep the beat, but also use the directional controls to fire lasers at the grooving aliens.

Slated for a winter release, DCM had a chance to chat with Space Channel 5's brilliant producer about Dreamcast, games and Ulala's um, "revealing" attributes.

DCM: In your own words, how would you describe *Space Channel 5*?

Tetsuya Mizuguchi: It's difficult to explain. "Dance, fight and drag" would be the best possible words to use to describe the game. The funniest thing is the option to "drag" people behind you. With Ulala's power, passion, and love, other characters will be drawn to her and synchronize with her. The atmosphere becomes more intense and the rhythm gets faster as the group behind Ulala grows.

DCM: How long have you been working on *Space Channel 5*?

It was about a year ago when Sega asked me to make a Dreamcast game that would sell. The [illegible] developed when I joined, but the co[illegible]

other characters will be drawn to her and synchronize with her."

Think of it like this: Ginger Spice gets shot into space (thank God), loses 20 lbs on the way, crash-lands on a space-station where she forms a new band with the alien inhabitants and spreads, uh, 'love' throughout the galaxy. Make sense yet?

was different. I modified a few things regarding the rhythm-input system when I joined as producer.

DCM: Is the game one-player only?

TM: Yes, but I think it's much funnier and more fun when played with a group of people watching. We're still deciding on VMU and online compatibility.

DCM: What type of audience will *SC5* appeal to?

TM: I want to target players that don't usually play games. Lately, most titles are too difficult for casual gamers, so we're researching all aspects to make *SC5* appeal to everyone.

DCM: What's been the most difficult thing on *SC5*?

TM: Making the game interesting. To do this, we changed the game system and it's been vastly improved. I don't want to make a game based only on style and good atmosphere. I think it's more complex than that; the game needs to be fun. As producer, it's my job to make sure it is.

DCM: Do you take the international audience into account while you're working on *SC5*?

TM: Not particularly. For *Sega Rally* and Manx TT, we were aware of the foreign market. This time I think we just tried concentrate on making the game "pure fun." We don't really concentrate on any specific market. We simply follow our inspiration.

DCM: With Ulala, are you targeting the game at an older audience? Did you make her sexy on purpose?

TM: Yes, we thought about it. You can definitely see Ulala's panties when her skirt flies up. But it's not so obvious; her sex appeal is very subtle. We approached creating Ulala differently. The game takes place in the 25th century and she's an inhabitant of Earth. We tried to imagine how clothes would look in the future. We felt that 500 years earlier in the game, it wasn't so important to show underwear. (What a future! – Ed.) I also believe the way she moves is really important. Ulala looks very real and sexy; she moves passionately, which makes her sexy. We worked on it a lot. Because we only used a low number of polygons to make Ulala, I think her sex appeal comes from the way she moves. I believe that it's more difficult to design things like this that you can't see.

DCM: You worked on both arcade and console games, how different are the two?

TM: There are different ways to explain it. I compare it to the difference between movies and TV. In a movie theater, you're in the same environment for, like, two hours. Television is different – the length is shorter, there are commercials, etc. They're the same, but different at the same time. There are a lot of things that can be done with console titles, but not with arcade games. The opposite is also true. In my opinion, it's more difficult to make console games.

DCM: Which do you prefer?

TM: I haven't finished my first console game yet... I think I want to make them for a while. Arcade games provide a physical experience that you don't have with console titles. For instance, in Manx TT you handled a bike. But, arcade games also force you to get the message across in something like three minutes, which can be frustrating.

DCM: How do you think Dreamcast is doing in the Japanese market?

TM: I believe it's become very good recently because of the game Seaman. The number of people wanting to play Seaman is really important, and it's particularly popular among girls. Before the game was released, anywhere you went, everybody was talking about Seaman. People were saying "It sounds fun," "I want to buy it," "It's sold out"... Everywhere in Shibuya the game was sold out. I think it was the first time in Japan that people started thinking about buying a Dreamcast.

DCM: With the announcement concerning Dolphin and PlayStation 2, what do you think are the main advantages Dreamcast has over these new consoles?

TM: I think Dreamcast is easy to handle. The libraries and tools used for it are good. It's quite easy to get into it. Of course, the specifications of these other systems are higher. But, Dreamcast can make things that other hardware can't do. But I don't necessarily think in terms of hardware specifications at all. I always think in terms of game content, instead.

DCM: What does [Sega of Japan president] Irijimari-san think of the game?

TM: He played it, laughed, and had some fun.

Check back next issue for a full report on Mizuguchi's game!

SEGA DREAMCAST SCREEN SHOTS

True-to-R/C-racing physics! Objects and surfaces affect the action just like real life!

Wildly interactive environments: museum, cruise ship, ghost town and supermarket!

Pint size weapons pack a major punch: bottle rockets, ball bearings and the shockwave!

4 racing modes and *battle mode*! Go blast away on the blacktop at the playground!

Dream Racer.

Small Cars. Big BAD Attitude.

"4 out of 5 stars...a great job of...RC racing."
Computer Gaming World

"9 out of 10...definite fun factor...
will make you come back for more."
Gamecenter

"4 out of 5 stars...tracks are stunning...
fantastic visual effects...just plain fun to play."
Gamepen.com

"absolutely breath taking...
this game looks sharp...instantly...
one of the top Sega Dreamcast racers"
IGN.COM

"Best RC Racing game ever...
what racing is all about."
Next Generation Online

"88%"
PC Gamer

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EVERYONE E ESRB

Sega Dreamcast.

PC CD-ROM

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Sega Enterprises Ltd. Screen shots shown were taken from the Sega Dreamcast version of the game.

With realistic R/C racing physics, great weapons, awesome environments and eye-spinning graphics, RE-VOLT is racing done right. Only one console system can give you the fantastic visual effects and speed-enhanced gameplay of the critically acclaimed PC version- SEGA DREAMCAST. Rip it up in museums. Trash toy stores. And blast through botanical gardens. All at 300 scale MPH. With two new cars and a new challenging rooftop track only available on SEGA DREAMCAST, RE-VOLT is your dream racer. So think small. Think fast. And RE-VOLT.

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PC GAMER EDITORS' CHOICE

RE-VOLT™

Radio Controlled Revolution

Consoleyour

... you're about to survive your first Dreamcast Christmas!

You've forgotten to buy presents, dad has blown all the fuses with his 5,000 watt garden lighting display and Grandma wants you under the mistletoe right now. Don't panic! Your Dreamcast provides instant relief in any yuletide emergency...

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'Twas the week before Christmas...

How to make sure the gifts you ask for are the ones you get...

Christmas isn't just about giving, it's about receiving, too. And preferably stuff that you actually want and don't just chuck in the closet and forget about forever (like horrible purple slippers and Beanie Babies). This year, you owe it to yourself to make sure that everyone buys you stuff for your Dreamcast: don't settle for just any old thing. First, make your Christmas list the longest in human history. Circulate it among friends and relations at least a week or two before the big day, and with a bit of luck your bedroom should look like Electronics Boutique come December 25. If you're really lucky, it could turn into the gaming equivalent of Cape Canaveral mission control. But how to decide what goes into Santa's sack, and what gets dumped out of the stable along with Rudolf's crap? Let **DCM** do the hard work for you...

These consumer electronics desirables will save any self-respecting videogame junkie from a certain post-morning Christmas fate (like being stuck on the couch with Granddad while he drones on about his hemorrhoids). Obviously, you'd need to be Richie Rich to expect to see this much loot: so choose the accessories that best suit the kinds of games you prefer. But no matter how reasonable your request might be, you'll probably need to come up with a convincing argument for your parents—so **DCM** has provided a few good justifications to get you started.

By the way, if you haven't got a DC console already, you've got your work cut out for you. Perhaps your parents love you dearly (that dearly). Or maybe your girlfriend—or boyfriend—wants to spend a good deal less time with you. Either way, if the box is sitting under your tree on Christmas Eve, you've scored big time. Well done: you're clearly a professional.

1. The Console ($199)

Dreamcast Console $199
Well, one of these would be a good stating point. What have you been doing for the last four months?

The pitch "Dreamcast is a powerful home edutainment box. State-of-the-art, web-ready technology that just happens to play games, too. Mom, it'll let you send email. Dad, you can use the internet to check out stuff on golf and—um—order that miracle hair restorer stuff. I'll be using it for all kinds of things."

The Truth "Videogame heaven. You won't see me for weeks, suckers."

2. Arcade Stick ($50)

Arcade Stick $50
You'll need two of these—if only to make head-to-head combat a thoroughly fair deal. They're exactly like the ones you'll find built into arcade machines.

The pitch "I am a Zen Master of the digital martial arts. Hence, the Arcade Stick furthers my true combative spirit. Two Arcade Sticks negate the upper hand, bestowing combat with balance and harmony."

The truth "These babies kick serious butt."

3. Light Gun ($30)

Light Gun $30
People with no interest in videogames are usually tempted to have a go with one over the holidays. For that reason, it's an ideal non-gift to share with the family.

The pitch "It's a remote control, Dad. It just looks like a gun."

The Truth "The sticks are [illegible] with zombies."

How To
... have a white Christmas (if you live somewhere hot)

If you live somewhere where winter usually involves swapping a tank for a T-shirt with alarming, and bring much in the way of snow. To experience a semblance of that magical white Christmas, the following DC games contain snow: Hydro Thunder, Ready 2

4. VMU ($20)

VMUs $20
You should already have one of these lovely things, but life is infinitely better with two. You can exchange files easily from unit to unit, and even play head-to-head games (in Sonic Adventure and Speed Devils) by linking units together.

The pitch "It's a personal organizer. My life's so busy I'll need two—one for college research, the other to schedule my hectic social life."

The truth "NFL2K's save data soaks up virtually a whole VMU."

How To
receive something [illegible]
Don't expect your confused granny to get able to get it together enough to buy you something for your Dreamcast. She has trouble remembering your name, so what chance does she have with a strange new brand name? Unless you want a Dreamcamp inflatable camping mat, stick to a cash request.

5. Extra ($24-30) Controllers

Interact Astropad $25

Extra Controllers
$25-30 each
The prospect of seeing Soul Calibur's beautifully realized characters dancing fluidly across the screen on Christmas morning—and you being able to control only one of them—is as painful as decorating your Christmas tree in the nude. Ouch. Colored pads should be available by the time you read this.

The pitch "Fun for the whole family."

The truth "Do I look like Norman-No-Friends?"

6. Rally Wheel ($70)

Rally Wheel $70
With Sega Rally 2 arriving in time for Christmas (at least, according to Sega) and other great racers on the way such as F355 Challenge, your DC controller just won't do.

The pitch "I'm planning to download official DMV interactive tests off the web to practice my driving test. I'll need this to have a decent chance of passing. The roads are already full of over-zealous drivers."

The truth "Let's burn rubber."

Top Stocking Stuffers

If some of your relations still haven't been coerced into lining Sega's coffers this Christmas, don't despair. Here are some great gifts that will come in handy for filling the darkest recesses of your stocking.

Jump Pak/Tremor/Rumble Pak $10–25
If you can't afford the official Sega model ($24.95), there are several non-licensed models available at around half the price.

S-Video Cable $10
If you're lucky enough to have an S-Video connection on your TV (a 4-pin socket often found on the front) then you'll be able to take advantage of the superior picture quality this signal provides. Show those jaggies the door.

Controller Extension Cord $10
Unless your living room is to small to swing a very small cat (or you've got arms like Stretch Armstrong), this extension cord is a great idea.

VGA Box $30
When your Dreamcast is connected to a PC monitor it positively purrs. We haven't quite recovered from the time we played in non-interlaced VGA mode.

Plush Dolls STBA
Traditionally, dolls like these have been the sole preserve of those lucky Japanese otaku and their rucksacks full of disposable yen. But now you can get your hands on them, too (and thankfully, Sonic hasn't been given an Uzi at the request of some clueless marketing exec).

Genesis 3 $30
These days it's slightly embarrassing having a console with the same name as a '70s progressive rock band (with Phil Collins), but for a mere $30 someone can pick you up a piece of videogame history - newly redesigned for 1999 and small enough to fit in your pocket. There are too many games to choose from (if you look around junk shops and secondhand stores, you're bound to be able to pick some up for next to nothing), but we'd start with Golden Axe, Sonic the Hedgehog, and Street of Rage.

Neo-Geo Pocket Color $70
This makes the Game Boy Color look a little sad, in our humble opinion. It connects to your DC via a comms cable and character data and scores between the DC game King of Fighters: Dream Match 99 and KOF R-2.

F355 Challenge Arcade Machine About $22,000
Okay, if you get one of these, we'll be spending Christmas at *your* house...

7. Keyboard ($25)

Keyboard $25
It won't take long before you get sick of using a controller to type those emails to your buddies. Electronics Boutique (ebworld.com) will set you up with one.

The pitch "The essential control interface for web-ready technology."

The truth "Great. This is all I need to get mygamingheaven.com up and running."

8. The Games

Ten Dreamcast games guaranteed to knock the stuffing out of even the toughest Christmas turkey...

Sonic Adventure

DCM score: 9

We said: "A fast, furious rollercoaster ride with enough depth and beauty to satisfy even the most jaded gamer."

What's the big deal?
The return of a gaming icon and Sega's most important game for its new system. A Dreamcast without Sonic would be like Christmas without "It's a Wonderful Life"

Grandma would say
"Sonny, are you that blue rat?"

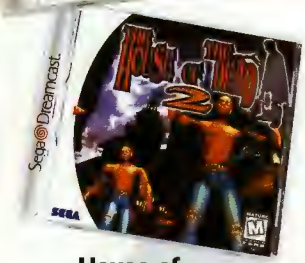
Soul Calibur

DCM Score: 9

We said "The most beautiful, technically impressive videogame ever."

What's the big deal? It's the best fighting game we've ever played — so far beyond the original coin-op we're lost for words... it's almost too good.

Grandma probably *wouldn't* say "Gee, it sure looks purdy but the combo system could use a little more depth."



NBA2K

DCM Score: 9

We said "A little rough around the edges, but easily the best hoops game yet."

What's the big deal?
Squint slightly and you could be watching a real game. Amazing characters, replays and some great (gameplay.

Grandma would say
"That Michael Jordan is so cute in those ads for Ball Park franks."

House of the Dead 2

DCM score: 8

We said "Incredibly fast-paced, and tough enough to keep you coming back day after day."

What's the big deal?
It's an exact replica of an expensive arcade machine. Light gun games are never going to offer endless entertainment but the amazing set pieces and relentless action will keep you hooked.

Grandma probably *wouldn't* say
"Eat lead zombie scum!"

VF3tb

DCM Score: 8

We said "Unsurpassed in the elegance of its intricate gameplay."

What's the big deal?
An immaculate conversion of an arcade classic that does for hand-to-hand fighting what Soul Calibur does for weapons-based combat. Deep.

Grandma would say
"Now, where'd I leave my teeth...?"

NFL2K

DCM Score: 9

We said "The best football game we've ever played."

What's the big deal?
Well, the graphics are amazing, for one thing (especially the between-play cut scenes and replays). But the super-smooth play-by-play commentary and a great play-calling system are the sparkly silver balls on an already well-iced cake.

Grandma would say
"Oooh, is it football? You know, Sonny, your Grandma used to be quite a good little cheerleader. Now, where did I put that photo album?"

Hydro Thunder

DCM Score: 8

We said "High-speed boat racing never played so well."

What's the big deal?
It's a perfect conversion of a recent coin-op. A two-player mode, some superb courses, and – get this – a sense of humor. Whatever next?

Grandma would say
"Your Great-Uncle Ed used to have a nice little dinghy."

Sega Rally 2

DCM score: 8

We said "The best racing game on Dreamcast: by miles. Beautifully designed tracks and a considerable challenge."

What's the big deal?
An immaculate conversion of the superb racing coin-op. Easily the best driving game for Dreamcast. Don't miss it.

Grandma would say
"Where's that blue rat gone, Sonny? Did you run him over... ?"

Toy Commander

DCM Score: 8

We said "A huge dose of starry-eyed imagination."

What's the big deal? You get to play with toys! A band of renegade playthings is taking over the house. Beat them by winning races and unleashing ground and air assaults throughout 50 missions. There's a fun two-four player mode, too.

Grandma would say "When I was a girl, I just loved my Tinker Toys..."

Power Stone

DCM Score: 8

We said "One of the most lavish-looking fighting games ever created."

What's the big deal?
It's Capcom's first real 3D fighting game, featuring interactive arenas and superb cartoon-style polygon fighters. Cute: but packs a punch.

Grandma would say
(from upstairs) "Can someone help me out of the bath?"

ALSO ARRIVING IN TIME FOR CHRISTMAS...
We haven't received finished copies yet, but these two should also be out in time for Christmas (and they're not looking too shabby either).

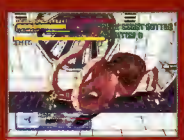
Vigilante 8
Mad Max, eat your heart out. Hi-octane racing and shooting. Reviewed next issue (we hope).

Shadow Man
Creepy gorefest that got the PC games magazines pretty excited recently. (Doesn't take much, that.)

Don't buy a...

There are two kinds of turkey at Christmas: the first traditionally takes centre stage in yuletide feasting, causing mouths to water with its crispy golden exterior and succulent, juicy, loveliness. The second kind is any videogame containing the words *Kombat*, *Gold* or *Mortal*. Please, please, please make sure you ask for the first kind. As for these beauties... well, you wouldn't wish them on your worst enemy.

Mortal Kombat Gold
We said: "What's the point?" Answers on a postcard, please.



Dynamite Cop
We said: "As shallow as a kiddie pool." (That's been peed in.)

Monaco Grand Prix
We said: "Poor handling." Unless you're avoiding the road, that is.

Expendable
We said: "Confusing and repetitive." We meant "Urrgh".

WWF Attitude
We said: "Read a book." Okay, we didn't, but it's got to be better.

DCM's Survival Guide to Christmas Day

Trauma treatment administered by your friends at Dreamcast ER

Picture the scene. You're home for the holidays. After a few too many egg nogs the night before, you're lying in bed on Christmas morning nursing your head and about ready to go back to sleep for three more hours. But you can't – there's a noise. Noises. In fact, it sounds like World War III has just kicked off in your living room. It starts with the sound of your younger brother frantically unwrapping presents – your presents – followed by a horrible clattering noise that sounds suspiciously like GD-ROMs being thrown around the room like mini-frisbees. And then there's the crash of the Christmas tree, knocked over by the dog – his jaws are tightly clenched around a joint of ham – pursued by Dad carrying a baseball bat. You think things can't get any worse, right? Wrong. The doorbell rings. Your strange Uncle Ernie from Iowa (the one with the fart problem) has come to stay for a month – and he's sharing your room. What do you do? Panic? No, keep a cool head, and simply consult **DCM**'s handy guide to surviving Christmas – a sensible and practical approach to spending as much time as possible on your Dreamcast and as little time as possible involved in potentially disastrous family situations. Remember kids, it's a jingle out there. (Is that supposed to be funny? – Ed) Merry Christmas!

TIME	WHAT'S GOING ON?	WHAT'S ON TV?	HEAR THAT? THAT'S THE SOUND OF...	YOU SHOULD...	AND THEN CONSOLE YOURSELF WITH...
7.00AM	You wake up.	Live carnival of the Pope blessing lambs in Guacamole.	Old people snoring. For a moment you thought you'd woken up inside a level of Resident Evil.	Insert ear plugs. Go back to sleep for three hours.	Seaman. Imported DC owners, you forgot to feed him. If this was a normal fish tank, there'd be something floating upside down (with googly eyes).
9.00AM	Get up. Time to start your Christmas shopping.	The Ten Commandments. Thou shalt not ever switch the channel while Aunt Edna is watching Charlton Heston.	Your seven-year-old brother pulling off 30-hit combos in Soul Calibur – your copy of Soul Calibur, which he has kindly unwrapped for you.	Tell him that if he doesn't wrap your presents back up again, he'll start the New Year controlling a wheelchair through a straw.	What else, but Soul Calibur. If your brother still has the use of his fingers after you've dealt with him, get him to show you how to pull off all the cool moves. Then kick his ass.
11.00AM	Go to the station to buy presents for your family. You hope they don't mind candy and Slim Jims.	A Charlie Brown Christmas (a DCM favorite).	Your mum saying that Christmas wouldn't be Christmas without "Give your Grandma a nice big kiss!" Your mind races – what if the addled bird slips you the tongue?	Place the old dear in front of your Dreamcast with a light gun in her hands. Tell her to meet the nice elderly folk in the global online community...	House of the Dead 2. After she's played it, she probably won't bother you again.
1.00PM	Family gathers around the tree to exchange presents. You've been eyeing a few CD box-shaped presents, hoping they'll later be Ridge Racer V for your Dreamcast GD-ROM drive.	Christmas morning at Kermit, Richard Attenborough and Miss Piggy's house. Kermit has an axe head like a happy raccoon. He reminds us: Christmas is a time for giving (him money).	Mom shouting at Dad (brandishing a skimpy piece of lingerie): "I told you extra-large!" A bit more information than you needed, thanks...	Open your presents. Congratulations! You've just received the worst Christmas present in history – Teletubby over mitts.	Tom Pen Tricelon – nothing else quite makes sense, after Teletubby over mitts.
3.00PM	Dinner. Confused old Aunt Edna arrives just in time. You notice that her goaty beard is reaching John the Baptist-like proportions.	Football. Well, NFL2K to be exact. It's so realistic that no-one notices it's not a real TV game for ages (The turkey-delivered anesthetic has kicked in).	Your mom freaking out. Your little brother has turned blue because the sweater Great-aunt Edna has knitted for him is so tight it's stopped his circulation. Aunt Edna has knitted all her presents – including yours.	Cut him free with industrial-strength wire cutters. Be careful, though – Gran's wool was originally used as an instrument of torture in medieval times. Speaking of torture, she also bought you...	Mortal Kombat Gold. Cut yourself free from this game with industrial-strength wire cutters – Midway's game was originally used as an instrument of torture in medieval times.
5.00PM	Dad is trying to hook up his twinkle light display. He's coupled together several hundred European cords, and plugged them into the same outlet. It's a professional, well organized disaster.	John Denver and the Muppets Christmas Special. John and Miss Piggy share an intimate moment. Yuck.	25,000 Christmas lights exploding. The power is down. Mom gets the candles; Dad fumbles around for the flashlight.	Play a mini VMU game by candlelight; Sega designed this battery-powered wonder for such emergencies. (That's two minutes accounted for, then.)	Power Stone. You've plugged in the emergency generator that dad is saving for the Y2K blackout. It'll be a good test for the long, bleak future.
7.00PM	Carolers arrive at the door. They belt out a few songs in tuneless harmony, smile hopefully and expect you to hand over some hard cash in thanks for the ear bleeding.	It's (Still) a Wonderful Life.	The dishwasher vomiting china. Instead of cleaning up on loot, you end up cleaning the kitchen. You need an out... this is an emergency.	Explain you've logged into a global Sega Rally 2 tournament over the net and if you quit now, you'll be known as the guy who pulled onto the hard shoulder 'to do the washing up'.	Toy Commander (the Kitchen and Diner levels). Hey, if you're gonna spend time in a kitchen you might as well be inside a polygonal one – where your family can't bother you.
9.00PM	The fridge needs a revolving door: post-indigestion snack time isn't over 'til the stuffing's gone. The old folks have been asleep for hours.	Christmas with Frank and Bing – guaranteed to induce sofa coma. Santa Claus: the Movie (Dudley Moore the maverick elf, etc.)	Aunt Edna. Drunk. One hand on the piano and her fourth large brandy in the other. She's 'singing' carols while your tone-deaf Uncle Harold bangs out the musical accompaniment.	Tell Aunt Edna that, like Grandma, she'll soon feel the sting of your Zombie-like instinct if she doesn't put a sock in it. Right now.	Sega's not-quite-finished Dreamcast Network. Log onto the net and download a cutesy Christmas scene for Sonic Adventure. Go on! Get into the spirit of things.
11.00PM	Partying. It's almost like a morgue in here. At least you hope they're sleeping.	Merry Christmas, Mr Lawrence. A nice cheery Christmas film to round off a thoroughly depressing day.	Your Uncle letting one rip. Due to a shortage of beds he's on a spare mattress on the floor of your bedroom.	Evacuate immediately. Go downstairs, and finish off the egg nog. Then pass out next to the dog on the sofa.	Sweet dreams. Be thankful that you won't have to go through all this again – not for another year, at least...

The Nightmare After Christmas

See that Furby? That's your Christmas present.

So it turns out to be a bad year. You scrabble around under the tree on Christmas morning, desperately trying to find anything with your name on it, but the prognosis isn't good. You sigh enviously at the thought of your more fortunate friends – they always get more than you. In fact, at this very moment they're probably using climbing gear to scale the mountain of presents under their trees. But you do find something lurking in the corner and unwrap it hastily, unable to contain your excitement. It's a pair of tighty-whities with a cartoon worm on the front and the words 'girl bait.' Oh dear.

But don't despair, things could be worse: far worse. You could have received a Furby. Or Halo, the silver Beanie Baby with angel wings, and oh yes, a halo. Now that's a nightmare after Christmas, all right. Share in a **DCM** prayer and be thankful you didn't receive any of the following atrocities either...

You asked for	But you got
A **Dreamcast Astropad** 6 buttons, autofire, available in four colors.	A **Dreamcamp Astrobed** Self-inflating roll mattress for the ultimate in camping comfort.
TNN Motorsports Hardcore Heat Rough 'n' ready off-road racing simulation.	A rough 'n' (ahem) ready ***Hardcore Heat*** video from Uncle Ernie. Not quite the same thing.
A **Starfire Lightblaster** Light gun with auto-fire, auto-reload and a VMU/ jump pak slot.	A **Starbucks Chubby Mug™** Stainless steel mug. 'A great shape for your busy life' says Starbucks. Stop this now.
Trickstyle Futuristic skate game with great visuals (review in issue 2)	**Slick Style™** hair gel For the coif you've always wanted, guys.
(in a fleeting moment of madness) ***Mortal Kombat Gold***	Oh no! ***Mortal Kombat Gold!***

The DCM Xmas Quiz!

What's Your DC IQ?

If you think *Pen Pen Trilcelon* is an avant-garde French animation short about a talking ballpoint (the truth isn't any less weird, really), then you're hardly what we'd consider a DC expert. If however, *Soul Calibur* has been sitting in your imported Dreamcast since the day it was released in Japan, then you're probably endowed with an encyclopedic knowledge of Sega gaming. Answer the following questions to determine what kind of DC gamer you really are:

1. What is a *Power Stone*?
a) A rock you bought from a hippie for 'spiritual enlightenment'.
b) A Capcom fighting game with interactive 3D environments.
c) An executive paperweight with the words 'in your search for the truth, leave no stone unturned' engraved in it.

2. What is a 'Seaman'?
a) Man-fish.
b) A strange artificial life-meets-weird-Japanese-man-fish-thing. In a fish tank.
c) You have absolutely no idea.

3. What was the original Japanese name for *Sega Bass Fishing*?
a) Don't panic Bassman! We are friends!
b) Get Bass!
c) Sega Bassu Fishimaru.

4. What is a *Turb*? (as in Japanese RPG *Sengoku Turb*)
a) Alien speak for 'cabbage'.
b) A strange cat-like thing on rollerskates that speaks Japanese.
c) You have absolutely no idea.

5. What does the Dreamcast's orange spiral stand for?
a) Sega knows something we don't.
b) A centrifugal force highlighting movement from the internal to the external. The infinite capabilities we possess in our dreams.
c) We're all freakin' doomed!

6. What's the Dreamcast modem currently used for?
a) To receive further instructions from the Sega motherbrain.
b) Not much. Oh... email.
c) Amazing online games.

7. *Shenmue* is so realistic that...
a) It's a parallel universe. Which exists.
b) You can play the coin-ops in the virtual arcades.
c) I bet it won't play on my Master System.

8. Which forthcoming DC game (surprisingly) uses the fishing controller?
a) None, I hope. *Fishing* is murder, man.
b) *Eternal Arcadia*.
c) What's a 'fishing controller'?

9. Your Dreamcast stops working. Do you...
a) Talk it around. It's probably 'thinking'.
b) Check the returns policy of the store where it was purchased.
c) Shake it. If that doesn't work get a screwdriver and poke around inside until it does. Unplug it when the electric shocks get too uncomfortable.

10. You're in a games store. You see an attractive girl having a tough time choosing between *Soul Calibur* and *Virtua Fighter 3*. Do you...
a) Introduce yourself as Akira from VF3. Ask her if she'd like you to personally demonstrate the vagaries of combat for the entire character portfolio in both games. then maybe get a drink... ?
b) Coolly offer her some friendly advice, then tell her that she can borrow your copy of Soul Calibur to save money. Immediately withdraw the offer when she says it's for her boyfriend.
c) Shout at the top of your voice 'Cool! There's, uh, a girl! Hnnnngh.'

Answers:

If you answered the questions:
Mostly 'a' – You are a few fries short of a happy meal. You forgot about 'real life' some time ago, and think the world is made of polygons and machine code. You should work for a gaming magazine.
Mostly 'b' – you are a Dreamcast genius and we bow to your greater gaming knowledge. Would you like a job here?
Mostly 'c' – You're as dumb as a sack of rocks. Go back to games school.

DCM's Retro Economy Christmas™

Beg, borrow or steal some classic Sega gear...

When the financial odds are stacked against you, wallow in nostalgia. At very little cost to you, you can enjoy the finest Sega gaming around by simply looking to the past for your Sega entertainment, rather than to the cutting edge. Garage sales, flea markets and online sites such as e-bay are great places to pick up used Sega consoles and games, although it's likely you'll know people with some of this stuff kicking around. Here's what you'll be looking out for...

SEGA MASTER SYSTEM (1987)

Perhaps you already have one sitting up in the attic covered in dust and hairy spiders. Sega's original 8bit wonder 'machine' looks more like the control deck of some tacky 70s TV spaceship than a console, but at least the games were good. Key titles: Phantasy Star, Y's, Wonderboy 3, Fantasy Zone, Enduro Racer, Missile Command 3D

SEGA GENESIS (1989)

DCM Towers has one these classic machines sitting proudly in a glass-fronted teak display cabinet in our illustrious Editor's office. You should have one, too. This 16-bit console plays some of the greatest Sega games ever available – so many in fact, we don't know where to begin. The alternative to buying an old one is to march down and slap thirty bucks into the sweaty palm of the sales assistant at your local software emporium for the latest model (see Stocking Stuffers, page 37). Key titles: *Golden Axe*, *Streets of Rage*, Castle of Illusion.

SEGA SATURN (1995)

Don't pay more than $50 for the system and expect to pay around $10 each for the games (except rare imports). The 32-bit Saturn is a worthwhile investment, because it also has a formidable collection of games, and more cult status than other Sega machines. We have one hooked up in the office for the occasional bout of *Sega Rally* when we're feeling blue. Key titles: Nights, Christmas Nights, Panzer Dragoon Saga, *Sega Rally*, (a worthy precursor to the new Dreamcast version, we hasten to add).

Y2OK?

Reasons to be cheerful... in case it all goes horribly, horribly wrong.

What a time to be alive, huh? The most significant cultural event of our times is upon us. (No, not the release of the Dreamcast, but the dawn of a new millennium, in case you hadn't noticed.) Scared? So are we. The Y2K bug is ready to wreak havoc with the world's computer networks, the doomsayers are prophesying apocalyptic upheaval, and yes, the world's craziest loons are gearing up for a showdown that will make Mad Max 2 look like a Sunday street fair.

Even Sega has been affected by the pre-millennial zeitgeist. Take the strange orange spiral on your Dreamcast. We think it looks odd – a bit New Age-y and, well, weird. They claim that it liberates you from the time and space constraints of the real world. We think it could be a subliminal visual code that subconsciously programs your brain to worship a new God: Sega. (Actually, we're not too sure, but we'll let you know when we figure it out.)

Not everyone is predicting societal breakdown, though. In fact, chances are that on January 1 everything will be business as usual – hence our selection of great Y2K titles. So, we recommend a dual strategy – prepare for both a showdown and a year full of the best games you've ever played. You never know, the year 2000 might bring online gaming, too...

10 Games for the Millennium

Year 2000 classics coming your way

There's a stack of exciting new titles on the way for your new console. So many, in fact, that we can't give you details on all of them here. We've picked the ones we're most excited about, even though there's a lot we didn't have room for – such as Randy's pet *Birdcage of Gauen*. (Randy, we know you've already booked two weeks off work to play this, but it didn't make it into the list. Sorry.)

Shenmue (Sega)

When's it out?

Your guess is as good as ours. The Japanese version has been delayed until March, so a US debut probably won't happen until at least Thanksgiving – yes, it's still a long way off.

Why should I care?

Because it's Yu Suzuki's magnum opus. Step into the shoes of Ryo Hazuki and explore a city in realtime, while engaging in combat and solving puzzles. Part One comes on four discs, and the entire story is rumored to be told in 16 parts.

Resident Evil: Code Veronica (Capcom)

When's it out?

The Japanese release date is slated for February 3, so a realistic estimate would be a month or so after that.

Why should I care

Creepier than getting out of bed and finding Bob Barker standing in the closet wearing your pyjamas. Ultra-detailed, realtime backdrops, amazing lighting (wait 'til you see the swinging lamps casting eerie shadows everywhere, etc.), and a huge map to explore.

Eternal Arcadia (Sega)

When's it out?

Not yet known, but possibly a Spring release in Japan. This would translate to a Summer or Autumn US release.

Why should I care?

Free-roaming scenarios take the place of restrictive, linear scripting and the developers are promising the navigation of the vast world via, uh, flying boats. We're especially looking forward to the newly announced fishing games hidden inside (our fishing controller's been feeling a bit neglected of late).

Crazy Taxi (Sega)

When's it out?

January is the month we when can start driving people to places where they didn't want to go, being rude to them, and ripping them off. Hurray.

Why should I care?

It's a whole bunch of laughs, and the D[illegible] page 62) has loads of extras. As the game includes San Francisco, we're looking forward to driving to work in a yellow open-top taxi and careering around the office parking lot (although this is unlikely).

Dead or Alive 2 (Tecmo)

When's it out?

February, we've been told.

Why should I care?

We've got the arcade machine standing in our office (along with most of the staff from other games magazines, as a result). Deep hand-to-hand combat, tag-team backdrops, and fighters that make Lara Croft look as sexy as a sack of spuds. D.O.A., it won't be.

SCARED?

You should be...

DCM's Y2K underground survival tips

With TV down, radio on the blink and the internet a seething mass of gridlocked gibberish, a good way to gauge public reaction to a devastating Y2K blow will be to check out the state of the highways on New Year's Day. Is everyone driving calmly and responsibly, regardless of the black hole that is engulfing society and its infrastructure? Or has it all gone a bit *Dukes of Hazzard*? If the latter is true, then it's time to dig a garden bunker and move out of the house and underground. And you'll need to make sure you've got plenty of supplies. Food and water? Check. Sandbags? *Soul Calibur*? Check. The following pre-millennium tips could also save your sorry ass:

• Regard your Dreamcast as a virtual boot camp for what goes on 'outside the bunker'. The following essential items will be necessary for survival:

• Buy an electrical generator to power your Dreamcast, TV and other less important appliances (such as the stove and heater). This will need lots of gas – it's rumored (sort of) that every house in mainland China is accurately modeled in the code of Sega's epic Shenmue...

• Start breeding Chaos. In the unlikely event that we're all wiped out, these will live on inside VMUs and will eventually inherit the earth along with cockroaches. They'll live on twinkies, which have an approximate half-life of 1000 years.

• Upgrade your Lightgun to a Glock. Should the streets be awash with gun-toting lunatics, at least you won't feel left out of the action. And after all that zombie slaughtering, your aim should be sharper than a weasel in swat gear.

continued..

Sonic Adventure 2 (Sega)

When's it out?
We're guessing the end of 2000.

Why should I care?
Because Sega has just confirmed this one and it's going to be huge. However amazing you think Sonic Adventure might be, it represents a test run on the console – much in the same way that Virtua Fighter did on the Saturn. Unless you think Sonic would look better wrapped around one of your car's tires. (I hate him!–Randy) (Randy? You're fired –Ed.)

D2 (Sega)

When's it coming out?
February, apparently. We think that's February 2000, but don't bet on it.

Why should I care?
Because it's taking an eternity and can't possibly, after all this time, turn out to be a klutz of a game, can it? The game was originally created for Matsushita's M2 console and has been in development so long that the original design docs are said to have been found crudely painted on cave walls in Southern France.

Phantasy Star Online (Sega)

When's it out?
Later next year. Sorry, it doesn't get clearer than that.

Why should I care?
The original was cooler than Roger Moore sipping a ice-cold Vodka Martini in a Siberian snowstorm. It had a vast quest, a female protagonist and was one of the earliest RPGs to capture the interest of non-Japanese gamers. Even DCM's Editor-in-Chief raised an eyebrow when he heard about a possible DC sequel. (I had something in my eye –Ed.).

NFL2K uh, 2 (Sega)

When's it out?
Mid-2000, we think.

Why should I care?
Well, those slightly dodgy running games should be taken care of, and a host of other improvements will be thrown in, too (no, we don't know which ones, yet).
(Game pictured is NFL2k)

Sega GT (Sega)

When's it out
March in Japan, Autumn in the US.

Why should I care?
It's the racing game that Dreamcast was designed to play. It represents a departure from the arcade-style racing mould that's been Sega's trademark for years. The game could have as many as 200 licensed production model touring cars to choose from, and blends 'perfect physics' with amazing visuals. Should be incredible.

www.when?.com

Look on the bright side. When clocks tick over to the year 2000 on New Year's Eve, at least the bug won't affect Sega's online gaming network – because it hasn't actually got the thing up and running yet. It may seem that there are as-yet undiscovered tribes in the Amazon who are more web-ready than Sega is. But don't worry: there is a plan. At a recent press conference in Tokyo, SOA big cheese Peter Moore revealed that everything should be in place for online gaming by Fall 2000. Which seems like a long time, but he does mean *EVERYTHING*, running full tilt – massively multiplayer worlds courtesy of the likes of Phantasy Star Online and Turbine's Frontier, as well as online Sega *Rally* tournaments. So what's the hold up? Well, unlike the PC user, who expects serious lag-times and constant crashes, the console gamer is less tolerant. Sega is now spending time and money working with AT&T, constructing a sturdy server backbone, but it will take ages to complete.

In the meantime, we'll still experience the sharp end of the digital gaming revolution thanks to Sonic Team's Chu Chu *Rocket* and (uh) some 'parlor' games. Parlor games? It's not the Ultima Online beater we'd hoped for, but it's a start. Having seen the system off to a successful launch, Sega is now turning its attention to making good on its online promises, and as the New Year progresses, you can expect some impressive online gaming-type news to appear. Watch this space.

DCM's Y2K underground survival tips

continued...

• Buy 2,000 cans of Sonic the Hedgehog noodles – should keep hunger at bay for about two years. (Your legs will drop off sometime in the winter of 2000, though) Also, should deranged cults stumble upon your hideout, you can throw cans grenade-style from behind banks of sandbags, screaming 'You'll never take me alive, suckers!'

•Arm yourself with a copy of *Rainbow Six*. Learn the techniques of stealth and enemy base infiltration. Raid your local software emporium for the latest releases. And you thought 'going commando' meant wearing no underpants...

• Buy an imported DC and a copy of Seaman. This will be your only friend until normality is restored by crack government troops disguised as a millennium cult. Even a man-fish that looks like Boris Yeltsin will be a useful friend in such a crisis.

• Stock up on 2000 batteries for your Game Gear. Put 50 or so of these aside for your flashlight and your Sonic the Hedgehog alarm clock.

• Get a wheelchair. When you finally get totally sick of noodles you'll be so hungry you'll eat anything. I ate my own legs!', you'll cry some months later. Just don't eat your thumbs or any other appendage that you might need to properly operate your Dreamcast.

• Don't forget your fishing controller and Get Bass. Become a master of the piscatorial arts. When you're an expert with the rod and line (and you'll probably have a few years to practice; fish swimming around in the inevitable post-apocalyptic toxins won't mutate overnight), find a local lake and catch yourself a real life Blinky.

It's a Wonderful Year...

1999 was the year the lovely Pammy decided smaller was better. Oh, and Sega launched a new videogames system...

JAN

Japan is a hive of DC activity following 500,000 units shipped to stores at the end of 1998. Sega Rally 2 arrives. Work stops.

FEB

Sega's Naomi system dominates the giant AOU arcade show in Tokyo. We drool hopelessly over glimpses of Dead or Alive 2 and F-355 Challenge.

MAR

Details of the US Dreamcast's launch are announced. Meanwhile, a team of highly trained magazine professionals gathers in Northern California... (um, that's us).

APR

A date and a price for the US release of the console are set: on September 9, the unit will cost $199.

MAY

Over 1,000,000 DC units have shifted in Japan. At the *E3* show in LA an early prototype of **DCM** is handed out to the industry (and promptly handed back).

JUN

News breaks of Project Ares (now known as Eternal Arcadia) at Sega's New Challenge Conference. A ¥10,000 ($100) price drop is announced.

JUL

Over in Europe, they're gearing up for a launch, too. Meanwhile, Japanese gamers get their mits on Namco's modest entry into the DC arena – Soul Calibur.

AUG

300,000 US pre-orders for Dreamcast break every sales record in history. We finally receive an US Dreamcast – straight off the production line! (We try to sell it on e-bay for $5,000.)

SEP

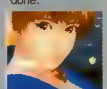
Dreamcast hits the American streets on September 9. Within two weeks it sells 514,000 units, making it the fastest-selling console in history. We can't take the excitement.

OCT

October 14 is the (three week-delayed) date for the European-wide DC roll-out. A week or so later, news breaks on a title that could be Sega's answer to Gran Turismo...

NOV

We begin November by putting the finishing touches on the issue you're holding. A Dead or Alive 2 arcade machine arrives in the office. Weeks later, the issue is done.



DEC

As the first flakes of snow start to fall (well, in Alaska, perhaps), the DCM team sits around the fire reminiscing about the year that was. It's a wonderful console... Happy New Year!

STRIKE MILLENNIUM GOLD!

CAESARS PALACE™ 2000

MILLENNIUM GOLD EDITION

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Sega Dreamcast.

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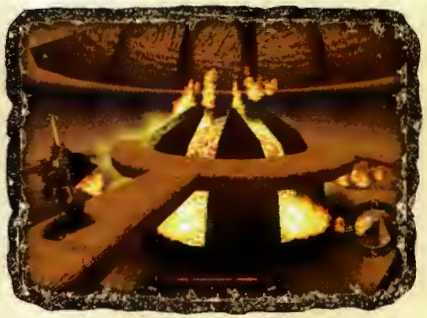
Sega Dreamcast

DRACONUS

CULT OF THE WYRM

Embark on an epic quest to unite the shattered kingdoms of humanity. Bring a knowledge of the arcane arts and a mastery of deadly swordplay to bear on the evil that jeopardizes these last bastions of civilization. The vile Dragon Lord has returned and in his shadow of impending doom an unholy pestilence threatens all mankind.

- 15 levels featuring dynamic lighting and smoothly integrated indoor and outdoor locations.
- Over 30 fierce enemies including incredibly detailed archenemies like the Insect Queen and Dragon Lord.
- 22 spells, each with dramatic effects.
- Play as a warrior or sorceress and take advantage of their unique abilities.



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RATING PENDING RP

CONTENT RATED BY ESRB

We know what you CRAVE™ ENTERTAINMENT

Dreamcast's latest fighter takes the genre into new territory – and hands-on with the most stunning punch-and-kick contest ever put

Enter the Dragon

Randy had been pacing the DCM office all day. Up and down, up and down. Tiny beads of sweat were visible on his brow as he glanced at his watch for the fifth time in 20 minutes. "Less than five hours to go now," he reassured us – reporting the status of the Tecmo van, delivering the Dead or Alive 2 machine to DCM's offices. He was making us nervous.

But we forgave Randy his excitement. After all, this was the day that we would finally get to play Tecmo's amazing new Naomi fighting game, DOA2. It was ours to keep for at least for a week – on free-play! So who could blame him for getting distracted?

Later that day (well after ETA time): Randy is nowhere to be found. We start to worry (there are four empty pages in the magazine, and time is running out). We search for clues to his disappearance and notice the electrical cable leading from under his desk, out through the window, into the parking lot... and into the back of a van (Tecmo logo on its side). Muffled scuffling sounds from within.

Randy sticks his head out the window. "I was just – um – making sure it hadn't been damaged in transit, you know – so you guys wouldn't be disappointed. But I haven't really checked everything yet, so you should probably come back later... ?"

"Randy? You're fired."

Step down, *Soul Calibur*.

Once we'd prized Randy's hands off the controls, it didn't take long for us to realize that *Dead or Alive 2* sets a new benchmark for Dreamcast graphics. With near-CG quality human movements and personas, this cast of fighters represents a super-evolved race of digital denizens.

As in Soul Calibur, motion-captured animation plays a minimal role — used mainly for expressing subtle gestures and emotio°ns — while complex attack sequences are conveyed through traditional hand-created artwork. And to finesse animations on the fly, such as those for blocking (so that the fighters' arms accurately match up with kicks and punches), Team Ninja utilizes innovations in 'dynamics simulation.'

The game also makes great strides in terms of the fighting environments themselves — details that normally wouldn't have much effect on the play of a fighter, but become, in this game, a vital part of the action.

Characters are not only able to fight on uneven surfaces, a la *Virtua Fighter 3*tb, but are free to be knocked through windows and from ledges, so as to carry on the battle in entirely new areas (see above). Try punching your opponent through a stained glass

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the hardware to new limits. DCM goes into polygons for this exclusive report...

church window into a courtyard, or off of a three-story-high waterfall and into a roiling torrent of mist below. And there's more: when fighting in walled areas, your character's throw animations adapt to utilize the vertical surfaces whenever possible—you can plant both feet firmly on a wall and spring down on an opponent with multiplied force. It's a simply concept, really, but it adds more to the fighting experience than you might have imagined.

Beyond its visual impact, *DOA2* relies on a fighting engine that remains largely similar to its predecessor. A new 'free' button enables you not only to dodge attacks,

Tag, You're Hit

One of the most important new elements in *Dead or Alive 2* is its tag-team gameplay, which enables you not only to switch between your two characters mid-match (by hitting all three buttons at once), but to execute devastating attacks using both fighters simultaneously. Since your second character is always waiting just offscreen, there's no pausing when he or she is called into action — it's almost an instantaneous transition, as your fighter's alter-ego runs, leaps, or vaults into the ring.

Two types of tag-team moves are possible: throws and attacks. Each team has at least one throw (typically, one character tosses the opponent into his teammate, who then slams the enemy into the mat) and two true attacks, where (for instance) both characters grab an arm, vault skyward, and perform a devastating dual neck-breaker.

These moves can be pulled off rather seamlessly by hitting away and all three buttons (for the throws) and towards and all three buttons (for each character's team attack).

As an added perk, your second character's health will slowly recharge after being sent offscreen—so, conceivably, if you manage to swap characters cunningly, a match can last quite a while.

1 Depending on the pair-up, your characters will perform different tag attacks together. 2 Bass and Tina perform tag-team grapples on their opponents before smashing them into the arena floor.

3 Each of *Dead or Alive 2*'s fighters has two or three different costumes that can be switched on and off at the character select screen. Zack models the latest in rave-wear. 4 Helena is a master of throws — which is what she's just done to Bass in this shot. 5 You're seeing the beginnings of Ryu's three-stage throw, in which she sends opponents skyward, leaps, grabs them, and then spins them into the ground.

Dangerous Decor

Just as in the original *Dead or Alive*, there are no real ring-outs *per se* in this game. Instead, the perimeter of each arena (called the *Danger Zone*) is rigged to explode, should a character get knocked or into it: inflicting damage, rather than ending the match. Needless to say, it's best to get out of the Danger Zone as soon as possible.

The most dramatic example of the Danzer Zone appears in the game's Bio Lab stage, where a gigantic electric generator is situated in the middle of the ring. When thrown into the generator, opponents are engulfed by electrical arcing, lighting up like angry Christmas trees.

but to execute split-second reversals as well. And even more impactful on gameplay, a new Tag Battle mode lets you switch between two characters on the fly during matches, to execute especially devastating combo moves in which both fighters attack their opponent simultaneously. Your teammate is always waiting just beyond the ring perimeter during the match, and can spring into the fray without so much as a hiccup—there's no loading necessary and no disruption of the match's flow. You can also start a combo using one character, and have it finished by the other: often with extremely flashy results.

If this trick doesn't generate enough brutality for you, Team Ninja has also retained the original game's innovative Danger Zone concept. Rather than traditional ring-outs, impacts on certain areas of the ring perimeter — the walls— will cause damage to the fighters, accompanied by suitably mammoth explosions and scarring scorch marks.

Capping it all off, this game's repertoire of fighting movements is unparalleled. Arduous days of playtime by members of the DCM team have revealed that each of its 12 characters are capable of no less than

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Deadly Dozen

For *Dead or Alive 2*, Tecmo has added several fresh faces to the returning roster of *Dead or Alive* characters, who have all been upgraded — both cosmetically and attack-wise — in their own rights. There are 12 fighters in all (Tecmo can't confirm yet if the final boss, a mask-wearing, Kabuki-theater-like fellow will be playable) and they're the most detailed you've ever seen, with quality moves to match.

Oh, yes: we know that Bass looks suspiciously similar to Hulk Hogan — and yes again, that's the same Ryu Hayabusa from Tecmo's classic action game *Ninja Gaiden*.

Environmental Impact Study

Dead or Alive 2 **sets itself apart from other 3D fighters by integrating fighting environments into the action of each battle. Knock an opponent through rails or a window, and you can head outside to finish him off. Scenery becomes an element of strategy. Throw your rival near a wall, and you can slam his head into that handy hard surface at the same time. Or use the wall as leverage, and you can propel him into the ground with particularly brutal efficiency.**

1 Jann Lee knocks Bass into the cathedral's stained glass window with a powerful punch. 2 Bass flies through it, smashing the glass into shards. 3 Bass and the glass fragments drop to the ground below. 4 The fight carries on in completely new surroundings, without any load time.

Head Over Heels

Integral to the mastery of *Dead or Alive 2*'s complex fighting system is coming to grips with the intricacies of reversing attacks from your opponents. There are four types of reversals (or *counters*, as they're sometime called) in the game: high, medium, low, and throw.

Each form of reversal must be executed almost immediately after sizing up the incoming attack, and each uses a different combination of the joystick and new 'free' button to be successful.

For instance, reversing a mid-range attack requires you to hit backward and then forward with 'free' to grab an opponent's attack, to turn her momentum against her into a throw.

1 Gen-Fu catches Lei-Fang's incoming kick over his shoulder. 2 He then holds her leg and pushes her forward, helped by her own momentum. 3 This sends her flipping backwards. 4 A reversal is successfully completed.

5 It's not only the larger characters in the game who can execute impressive-looking grapples. Here, the petite Lei-Fang sends the decidedly non-petite Bass flying, using one of her basic punch + kick button throws. 6 Kasumi and Ayane demonstrate a variant of the attack reversal. When one character attempts to throw the other, you can properly time the reversal not only to get out of it, but to leave your opponent faltering and susceptible to a counter attack.

a dozen special attacks, and that's not even counting basic attacks, tag-team combos, throws, and reversals. Some, such as the mammoth Bass or muscular Tina, can actually execute multi-stage throws — slamming an opponent into the floor, pivoting around into a leg breaker, and then lobbing him into a wall — by making use of several sets of command inputs.

So after our hands-on experience, one thing is certain: *Dead or Alive 2* will do more than turn the fighting genre on its ear—it will undoubtedly drive it a great deal further (through a church window or off a rooftop, perhaps), and into an altogether new era. Luckily, you won't have to wait for too long before you can confirm this theory for yourself—the game punches and kicks its way stateside during the first two months of Y2K. And we'll still be playing it — that is, if the electricity's still on, .

In Brief

PUBLISHER TECMO
DEVELOPER TECMO
GENRE FIGHTING
PLAYERS 1-2
ORIGIN JAPAN
PERIPHERALS JUMP PACK
ONLINE NO
RELEASE DATE SPRING

(+) POINTS

- Amazing character models and animation — they look almost real.
- Huge multi-leveled arenas that enable the fighting to move from one area to another.

(–) POINTS

- Reversals can play an important role in the fighting, but can also be difficult to perform.

BOTTOM LINE

Tecmo's first Dreamcast effort is a stunner, boasting incredibly detailed characters, breathtaking multi-leveled arenas, and seamless tagteam action.

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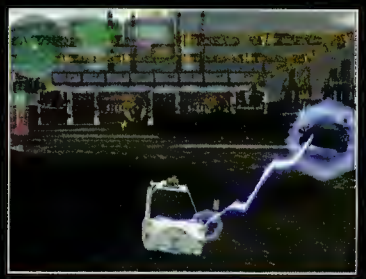

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Why you should never mix cold medicine and espresso.

The new millennium is almost here and Dreamcast is just getting revved up...

Over the next couple of months, the second big wave of Dreamcast games will begin arriving in stores, showing us even more of what the system can do. And as you can tell by our release list, the later months of 2000 will see even more big games—both original and from well-established series. Right here in the **Coming Soon** section is where you'll be able to find out all there is to know about upcoming U.S. games for Dreamcast months before they hit stores. Think of it as your own personal reconnaissance report on what you should be keeping an eye out for on the horizon.

This issue's games cover all of the major genres, from sports to shooters, fighters to racing. We've assembled a hands-on playtest of *Resident Evil: Code Veronica*, an exclusive first look at *Legacy of Kain: Soul Reaver*, the first-ever Dreamcast previews of arcade mega-hits *Dead or Alive 2* (see our Special Report on page 46) and *Crazy Taxi*, the latest on Acclaim's zany shoot-'em-up *Furballs*, and, as usual, a whole lot more. No doubt about it — the next 12 months are going to be a great time to be a Dreamcast owner.

Speaking of Dreamcast owners, we want you to be a part of the **Coming Soon** section too. If you'd like to have your say in each issue's Hot List, our round-up of most-wanted games, just drop us a line at hotlist@dreamcastmagazine.com with your picks and the words *Hot List* in the subject line. We'll tally them up and print the results next issue.

Incoming!

Game release dates as of press time

Crazy Taxi Driving	January
D2 Action/Adventure	January
Draconus: Cult of the Wyrm Adventure	January
Fighting Force 2 Action	January
MDK2 Action	January
Rayman 2 Platform	January
Zombie Revenge Action	January
Dead or Alive 2 Fighting	February
Resident Evil: Code Veronica Action/Adventure	February
Space Invaders Action	February
Toy Story 2 Platform	February
Wild Metal Action/Strategy	February
Felony Pursuit Action	March
Metropolis Street Racer Racing	April
Boarder Zone Sports	Spring
Castlevania: Resurrection Action/Adventure	Spring
Climax Landers RPG	Spring
Croc 2 Platform	Spring
Furballs Action/Platform	Spring
Hostile Waters Action/Strategy	Spring
Jeremy McGrath Supercross Racing	Spring
Midnight GT Racing	Spring
NHL Hockey 2000 Sports	Spring
Red Dog Shooter	Spring
Seaman Simulation	Spring
Star Trek: New Worlds Real-time Strategy	Spring
Baldur's Gate Online RPG	Fall
FrontierOnline RPG	Fall
Alone in the Dark 4 Adventure	2000
Batman: Animated Series Action	2000
Chakan the Forever Man Action/Adventure	2000
Deadly Pursuit Action	2000
Deep Fighter Action	2000
Ecco the Dolphin Adventure	2000
Flolgan Brothers Platform	2000
Half-Life First-Person Shooter	2000
Hidden & Dangerous Action	2000
Konami Baseball Sports	2000
Konami Basketball Sports	2000
Max Payne Action	2000
Phantasy Star Online RPG	2000
Planet of the Apes Adventure	2000
Shenmue Adventure	2000
Silver RPG	2000
Space Channel 5 Action	2000
Virtual On: Oratorio Tangram Action	2000
World Series Baseball Sports	2000
Xiaration Racing	2000

Hot List

We're looking forward to...

1. Dead or Alive 2
2. Resident Evil: Code Veronica
3. Shenmue
4. Crazy Taxi
5. Furballs

You're looking forward to...

1. Shenmue
2. Dead or Alive 2
3. Resident Evil: Code Veronica
4. Crazy Taxi
5. NHL 2K

You're dreaming of...

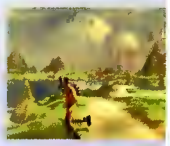
1. Panzer Dragoon Saga 2
2. Nights 2
3. Streets of Rage 4
4. Eternal Champions 2
5. Toejam & Earl 3

Lost In Space

Outcast

Publisher Infogrames · **Developer** Appeal · **Intended Release** 2000

It's not all bad news for those of you who were looking forward to this surreal adventure game, which receives this issue's Lost In Space award after falling victim to technical hang-ups. Why? Because it looks as though *Outcast 2* will be taking its place on Infogrames' release roster sometime before the end of 2000.



Featured Previews

Resident Evil: Code Veronica 58

Crazy Taxi 61

Legacy of Kain: Soul Reaver 68

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Resident Evil: Code Veronica

Exclusive! First 30 Minutes!

The demo begins with Claire surrounded by bats – activating her lighter keeps them at a safe distance.

In Brief

PUBLISHER CAPCOM
DEVELOPER CAPCOM
GENRE ACTION/ADVENTURE
PLAYERS 1
ORIGIN JAPAN
PERIPHERALS JUMP PACK
ONLINE NO
RELEASE DATE MARCH

(+) POINTS

- Realtime environments that are even more detailed than their pre-rendered predecessors and just as eerie.
- At least two characters to play through, each promising a unique (and, assuredly, very lengthy) adventure.

(–) POINTS

- Beyond the ability to track two enemies at once, the gameplay seems to have evolved very little.

BOTTOM LINE

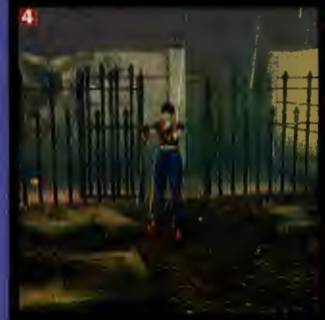
Capcom's latest horror title not only looks stunning, but is playing great: even at this stage.

The horror, the horror...

Japan gets all the good stuff first. MiniDisc, the impossibly fast Mitsubishi Evolution 5 'road' car, (um) Tamagotchis, and, of course, first looks at soon-to-be-classic videogames. *Resident Evil: Code Veronica* (or *Biohazard: Code Veronica*, as it's known in Japan) was no exception when it showed up in playable demo form at the recent Tokyo Game Show. Not that Japan had that much time to see it; there was some guy from a certain US Dreamcast magazine standing in front of the monitor who wouldn't move, claiming 'diplomatic immunity' when the police eventually arrived to pry his hands off the controller.

Previewed initially in the premier issue of this magazine, Claire Redfield's latest survival-horror outing is, we are pleased to report, looking utterly amazing. After being bundled unceremoniously back to the US in handcuffs the (ahem) 'editor' in question stood triumphantly in the middle of the office and reached into his pants, proclaiming "you won't believe what I've got in here." Naturally, everyone immediately winced and prepared to look the other way. After several seconds of silence, we looked up and, lo and behold, he stood there with a shining GD-ROM. "It's Code Veronica – the first 30 minutes. And it's playable..." SIMON COX

1 The demo begins. Claire's just escaped from her cell within an island prison. 2 Press start to trigger a familiar inventory screen. 3 Outside, things are obviously amiss. 4 The first zombies appear as Claire enters the graveyard. 5 Luckily, she's sporting dual Uzis, while the zombies are unarmed – literally.



6 Claire hesitates to fire: and gets grabbed by the throat by one of the zombifide baddies as a result. 7-8 Wrestling free, she hides out in a (seemingly) safe mess hall, only to encounter – you guessed it – more zombies (and some great realtime lighting effects).

9 Outside, something under the mess hall is snacking on zombies. 10-12 Inside the bunk house, she hits on the first item stock-up point – an unusually tidy kitchen. 13 Claire retrieves a set of lock picks; an enterprising zombie avoids locks altogether and crashes through the outside window. Yikes!

14-17 Making her way outside once again, Claire discovers what's been eating the zombies under the floorboards: mutated hounds, of course. Using the game's new independent targeting and firing ability (and about 200 rounds) she handily puts them down. 18 Now it's time to – albeit hesitantly – head back through the graveyard to the only other unlocked gate that's connected to the main prison courtyard. Alert, with guns drawn, she stealthily steps through...

19 Beyond the gate: another zombie-filled room. Claire uses a fire extinguisher to contain flames in the courtyard, and retrieves a briefcase. 20-21 She picks the case's lock, and finds a key inside. It opens the main gate... and Claire heads for the main house.

23-28 Inside, Claire hears a pounding on the window of what we figure is a research room. Approaching it, she finds a panicked (pounding) lab worker, whose skull is summarily bashed into the glass by an unseen entity. The assailant pulls him, still screaming, into darkness.

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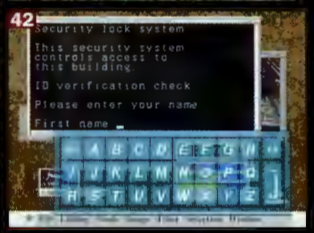
29-31 Unnerved, Claire quits the room post-haste. Just then, an alarm sounds: a biohazard containment leak is in progress! Giant bulkhead covers begin to slam down in front of every door. Ack! Only one thing to do now: run like hell. Screaming down a corridor, she takes a flying leap down a flight of stairs, rolls, and squeezes under the last door – just barely.

32 Escaping by the skin of her teeth, Claire keeps her gun drawn — she's not taking any more chances. 33-34 Inside the next room, which proves to be an office, a hidden button found behind the desk triggers the opening of an equally hidden door. And Claire begins to sense that something is watching all of this unfold from outside. 35-37 This something is a long-armed mutant, which smashes through the window and takes several rounds to dispatch. 38 Claire exits through the hidden door, and discovers a roll from a player piano lying in the corridor. Curiouser and curiouser. The only piano she's seen in the house was in the recreation room, so she heads off in that direction to unravel the obvious puzzle.



39-40 Downstairs, Claire plays the roll on the rec room piano. It unlocks a safe, which contains a lab employee ID card (so much for security). 41-42 Entering the employee's name into a computer terminal, she gains access to another passageway. 43 More zombies shamble through hallways as she makes her way toward an imposing set of doors. 44 Entering an office space, she encounters more of the long-armed mutants (friends of the first one she killed, no doubt). Beyond them, at the end of a moonlit passageway, she sees the shadowy figure of a woman, who orders Claire to halt; and shoots her with a crossbow. End of demo. End of fun. Boo!

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San Francisco's renowned parking problem means drivers have to resort to new techniques.

Crazy Taxi

"Hey, where ya wanna go, boys?" "Are you kidding? With you at the wheel? You're drunk and your feet are the wrong way round!"

For once, a cab is about to arrive early...

Taxi cabs in Japan are hilarious. They're little tiny cars that look much like the one U2's Bono once drove onstage — kind of shrunk-in-the-wash, no-frills affairs. The drivers wear little white gloves and never do that American cab thing, i.e., drive around in circles for an hour before eventually 'fessing up to not knowing where the hell they're going, revealing they have no street map, refusing to call dispatch, then smugly announcing that if you don't know where you're going, then how are they supposed to.

This is a relief, but no fun for AM3's crack game designers, who are the new heroes of the arcade division, thanks to the run-away success of Naomi-powered coin-op *Crazy Taxi* (see issue 1). The polite efficiency of Tokyo's uniformed drivers has been ignored, replaced by New York and San Francisco-style taxi lunatics who churn up the city streets in a virtual destruction derby, and it's arriving on Dreamcast in January. Using our VIP passes to humble the security guards, we breezed into the top-secret AM3 labs at Sega's Japanese HQ and got our hands on the wheel of one of the most eagerly anticipated driving games ever to bear the Sega logo. We discovered that *Crazy Taxi* is much, much more than an arcade port...

For starters, there's three different modes to drive. The arcade mode gives you the coin-op in a nutshell. You drive around San Francisco, amassing cash by picking up fares on the street, driving them as fast as you can to their destination (a green arrow hovers in the air above your cab to point you in the right direction), and repeating until you run out of time. In this mode you'll instantly note the free-roaming nature of the game — you're rarely forced into taking a turn you haven't chosen yourself, and you're encouraged to learn the shortcuts. If you want to sample this right now, then take a cab to your local arcade and feed the *Crazy Taxi* coin-op some quarters. Go now!

For those of you still with us (and presumably familiar with the coin-op), you'll be pleased to know that the arcade mode you've already played is only the beginning for the Dreamcast version. Driving skills are the key to success, and the AM3 consumer crew has included a training mode where you can hone your power-sliding, jumping, and accelerating/braking maneuvers to perfection in 16 mini-games before venturing out onto the (here's the best part) exclusive Dreamcast extra course. Based on the San Francisco map from the coin-op, this new addition is three times that size, with many more back streets and passengers and more complicated routes needed to complete the fares. The result is a sure-fire winner for Dreamcast owners, starved of top-quality driving experiences (with the exception of Sega *Rally 2* — see page 88).

But what about the graphics? Does the Dreamcast version hold a candle to the coin-op? Only the most pedantic arcade nut could find fault with the graphics (You mean me, don't you? – Randy) which mirror their arcade counterpart polygon-for-polygon. There's a slight difference in the lighting, but it's barely noticeable – everything looks fantastic. *Crazy Taxi* will sit proudly alongside *Sonic*, *Soul Calibur* and *DOA2* as a game truly representative of the power of the console. Oh, but you'd better get a steering-wheel peripheral if you really want to impress your buddies. Or better still, a girlfriend...

SIMON COX

1 "I'm off! A giant green arrow has been hovering above the car for the past few miles, and it's giving me the willies." 2 Losing his chest-wig to a vicious cross-wind, Hasslehoff vowed never to take a cab to the set of Baywatch again... 3 The Embarcadero and Fisherman's Wharf provide the San Francisco backdrop. 4 The detail and sheer number of other cars go a long way to create a living, breathing, city. 5 No tip this time... 6 A quick nap before hitting the road. 7 Be careful. These people are 'crazy'.

Running the Light

The clock's ticking so don't pay too much attention to traffic signals – this isn't real-life San Francisco where hidden cameras snap your registration, inform the authorities, and trigger the mailing of a $300 ticket. Be too 'crazy', though, and your terrified passengers will demand reduced fares. The wusses.

Not-at-all-crazy Taxi

Japanese taxis are not crazy – in fact, they're very sensible, and this is especially true of the drivers. Their idea of 'losing it' would be crossing their hands over the wheel on a turn, or forgetting to check the mirror before signalling. They're also the most polite taxi drivers on earth and wear pristine white gloves and immaculately pressed uniforms. Most importantly, their cars never smell of puke, stale beer or baby poo. No wonder the Japanese developers set the game in the US...

In Brief

PUBLISHER SEGA
DEVELOPER SEGA
GENRE DRIVING
PLAYERS 1
ORIGIN US
RATING TBA
PERIPHERALS STEERING WHEEL
ONLINE NO
RELEASE DATE JANUARY

(+) POINTS

- Hi-octane thrills, free-form driving and a city teeming with life make for a superbly rich gaming experience.
- Bigger maps than the arcade version, with 16 training mini-games.

(–) POINTS

- Will the bigger maps be enough to make for a long-term challenge?

BOTTOM LINE

This game looks and plays like a real winner. We'll have a full review next issue!

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about
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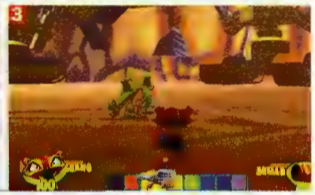
1 As if contending with fuzzy baddies wasn't enough, you'll also have to go toe-to-toe against giant mechanized marauders such as this big lug. 2 Some of the game's puzzles will require you to control heavy machinery to move objects the Furballs can't. 3 Enemies will come in all shapes and sizes, from teddy bears to these alligator-like fellows. 4 Massive set-pieces, such as this drilling rig, are rendered without so much as a hint of slowdown.



Furballs

Bizarre Creations readies its truly *bizarre* spin on the 3D shooter

Perhaps this is what the *bizarre* in Bizarre Creations is all about. Well known for its strict adherence to realism, the British development house responsible for peerless Formula 1 racing simulations during the 32-bit days and the forthcoming *Metropolis Street Racer* for Sega is throwing reality to the wind for its second Dreamcast project: the utterly madcap shoot-'em-up, *Furballs*.

Probably the furthest you can get from a physics-accurate racing simulation without entering dance-and-rhythm territory, this game spins a tale of six stuffed animals (who just happen to be armed to the teeth with automatic weapons) bent on rescuing their families from toyland terrorists. It's enough to give Congressmen and concerned parent groups nightmares—and to give shooter fans reason to sit up and take notice.

Below *Furball*'s whimsical exterior, which takes tongue-in-cheek stabs at videogame violence (including enemies that leak cotton stuffing rather than blood, for example) lies an extraordinarily elaborate blaster that is sure to challenge your wits as well as your trigger finger's stamina. Set in a brilliantly pastel and fully 3D world, the game requires that you make the most not only of the many weapons at your disposal, but of the individual specialties of each member of the *Furball* team.

Over the course of your mission, you'll encounter numerous puzzles and obstacles that can be surmounted only by switching to the proper team member and using its particular skills—including digging, climbing, swimming, high jumping, gliding, and the ability to slip through tight spaces.

Spanning five worlds, from forests to city streets, and divided into multiple sub-levels, the game will not only present challenges of the 'solve the puzzle' and 'kill the bad guys' variety, but will require you to track down special items and rescue kidnapped family members along the way. A number of mini-games are also planned in hopes of extending the game's replay factor even further. And you can look forward to plenty of mutliplayer mayhem in the game's two to four player 'fluff match' mode.

Sick, twisted, and totally unique, *Furballs* might just turn the 3D shooter genre on its ear when it's released this spring. Look for more on this promising game next issue. RANDY NELSON

Meet the Furballs

ROOFUS
This hound dog uses his digging ability to burrow under otherwise impassible obstacles and make quick escapes from enemies.

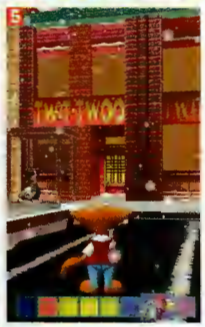
RICO
Swimming is this well-armed Rockhopper Penguin's specialty. Some areas of the game cannot be accessed without him.

JULIETTE
Furballs' ferocious feline can use her razor-sharp claws to climb vertical surfaces and rip enemies into fluffy shreds.

CHANG
Fleet on his feet, Chang the Firefox's special ability enables him to slip through tight spaces to locate kidnapped animals.

BUNGALOW
Hailing from the land down under, this kangaroo uses his powerful legs to jump much higher than his teammates can.

TWEEK
Tweek may be a baby dragon, but he can use his tiny wings to glide like a pro. He can even shoot at enemies while airborne.



1 Each of the game's five worlds has its own theme, from dusty contruction yards to the snow-covered streets of a bustling metropolis. 2 *Furballs*' baddies are just as well armed as you are, but, in this case, nowhere as nimble. A couple of shots to this guy will send fluff flying.

In Brief

PUBLISHER SEGA
DEVELOPER BIZARRE
GENRE ACTION
PLAYERS 1-4
PERIPHERALS JUMP PACK
ONLINE NO
RELEASE DATE SPRING

(+) POINTS

- It looks nothing like your average 3D shoot-'em-up.
- You'll be able to switch between six characters to accomplish different tasks, with 50 hours of gameplay.

(–) POINTS

- Balancing the pacing between high-intensity action and clever puzzles is difficult.
- Here's hoping that the camera system doesn't create problems.

BOTTOM LINE

If you've ever wondered what would happen if super-cute mascot characters picked up guns and went on a rampage, this may be the game for you.

www.DailyRadar.com

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Sega Dreamcast. IT'S THINKING

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sega.com

RATING PENDING RP ESRB

SEGA SPORTS NBA 2K

1 This statue and accompanying architecture serve as a testament to the game's brilliant level of detail.
2 Stealing the souls of your fallen adversaries is key to the game.

Legacy of Kain: Soul Reaver

Stock up on garlic and refill your holy water— a bone-chilling vampire adventure is on its way

It's enough to have Buffy quaking in her hi-tops. No, it's not a bad hair day or the latest Nielsen ratings — it's the surprise announcement that the most ghoulish crew of vampires ever seen on a console are making their way toward Dreamcast in *Legacy of Kain: Soul Reaver.*

Raziel is your name. You're one of six lieutenants to Kain, the vampire lord. Cast out of his council for the insolence of evolving wings before your master, you now wander the gothic realm of Nosgoth, slaying your ex-brethren and stealing their souls on behalf of the Elder. This ancient entity needs their power to regain control over the land, and, as part of the deal, vows to give you a shot at defeating Kain.

It's not going to be a simple hack-and-slash road to vengeance. Before reaching Kain, you must claw your way through five legions of vampires and destroy the vampire lord's remaining lieutenants. Worse yet, numerous natural (and supernatural) obstacles stand in your way that can be surmounted only by learning special skills and powerful spells.

In order to progress, you must defeat powerful enemies and warp the very fabric of reality itself while doing battle on both the material and spectral planes. It's an impressive visual effect, but the impact it has on the game world is more than cosmetic. Both planes feature different sets of enemies, and you will often have to shift between them in order to pass certain obstacles. It further affects gameplay once you've acquired the *Soul Reaver* itself, a sword-like weapon that can initially only be used on the spectral plane.

Warping between realities and overcoming obstacles will certainly be crucial in the game, but that's not to say that pure action and more traditional puzzle-solving won't factor into your quest. You'll be able to rip your foes limb-from-limb using razor-sharp claws, and utilize a number of weapons and powerful spells to aid in the dirty work. The environments themselves will also be called into play, as you'll be able to grab enemies and throw them onto spiked walls for added effect. Raziel's ability to glide, drag objects, and later to swim to great depths factors heavily in *Soul Reaver*'s style of puzzle-solving, from the traditional opening of passageways to far more elaborate brain-twisters.

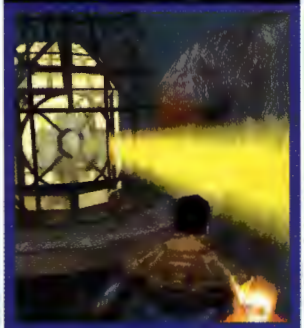
So, what's to look forward to if you've already taken this adventure on other platforms? Developers at Crystal Dynamics have left the gameplay and storyline untouched, but on a technical level it's another matter altogether. Tapping into Dreamcast's unparalleled processing muscle, they've managed to increase the resolution at which the game runs by two-fold and to institute a whole slew of new visual touches, as well as ensuring that it'll all run at a consistent 30 frames-per-second. Although the game makes use of largely game engine cinematics to develop its plot line, you can also expect those that are pre-rendered to be of far greater quality.

Staggering in scope and blood-curdling in presentation, *Legacy of Kain: Soul Reaver* is the first truly massive adventure outing on Dreamcast, and from our early glimpse at the game, it should be one well-worth embarking on. That is, unless you're one of those mamby-pamby faint-hearted types that are spooked by their own reflection. You are? Oh.

RANDY NELSON

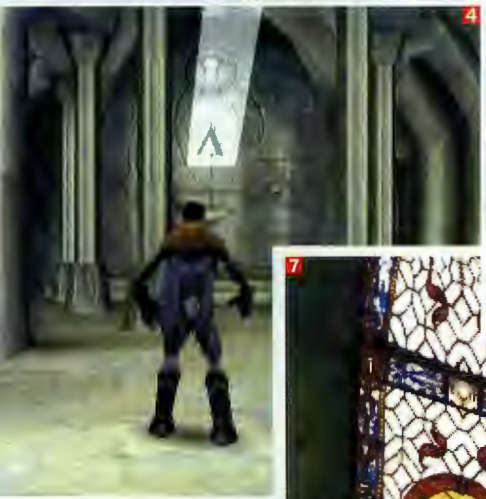
www.DailyRadar.com

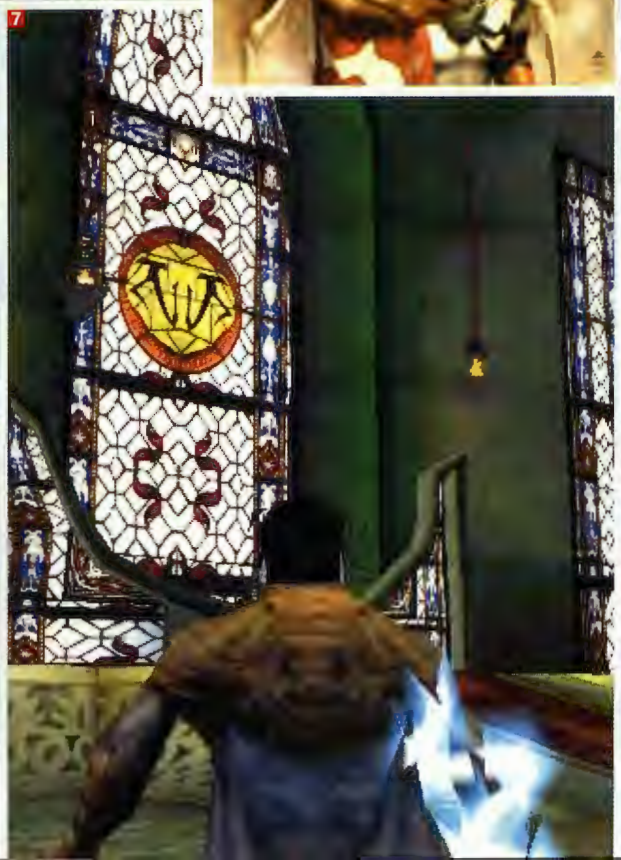
Seeing the Light



In addition to upping the resolution at which the game runs and locking the frame rate at a steady 30 frames-per-second, *Legacy of Kain: Soul Reaver*'s developers have added a number of new graphical effects, such as elaborate realtime lighting, illustrated by the brilliant lighthouse beam above.

1 You'll be stalked by multiple enemies at once. 2 An ominous sign of things to come? 3 Raziel will gain the ability to swim for long durations later in the adventure. 4 Some puzzles involve the environments themselves. 5-6 The game's pre-rendered cinemas boast amazing detail, though its realtime ones are nearly as stunning. 7-8 Locations range from gothic churches to Romanesque pillars.





In Brief

PUBLISHER EIDOS
DEVELOPER CRYSTAL DYNAMICS
GENRE ADVENTURE
PLAYERS 1
ORIGIN US
PERIPHERALS JUMP PACK
ONLINE NO
RELEASE DATE JANUARY

(+) POINTS

- The game's world promises to be absolutely huge.
- Incredibly detailed (and varied) gothic environments.

(–) POINTS

- Don't expect any new surprises if you've played the PlayStation and PC versions.
- Will the storyline inconsistencies be fixed?

BOTTOM LINE

Eidos brings its massive 3D adventure game to Dreamcast, improving its audio-visual aspects but leaving the gameplay and storyline untouched.

Spellbinding

How's a renegade vampire supposed to make quick work of his former brethren with only a pair of sharp claws and a lousy spear? He's not. Over the course of the adventure, you'll acquire a number of spells from your more powerful fallen foes. They'll be used to solve many of the game's puzzles, as well as to deal devastating blows against enemies, such as the wall of fire which engulfs a pair of them in the sequence above.

"ASK TEAM SUZUKI" QUESTION #206

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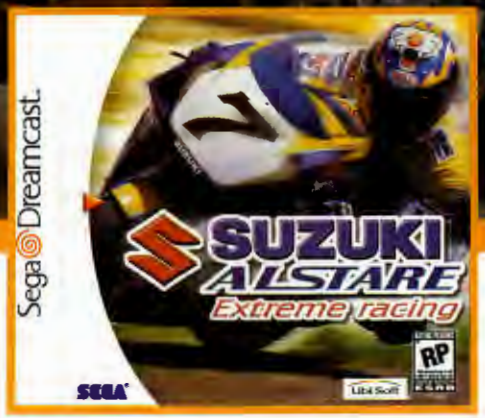
SUPERBIKES IN THE GREAT OUTDOORS?



Sega Dreamcast.

criterion studios

RATING PENDING
RP
CONTENT RATED BY ESRB

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Metropolis Street Racer

Bizarre Creations unveils the new look of its massive street racing sim

What's happened to *Metropolis Street Racer*? Originally pegged to debut by year's end, the game suspiciously crept back into the shadows shortly after debuting at Electronic Entertainment Expo in May.

The reason for its absence from the spotlight, it turns out, is all for the best. Shown for the first time since E3 at the European Computer Trade Show (ECTS) in September, the game has not only come a long way in terms of gameplay, but has undergone some truly remarkable visual enhancements as well.

On the gameplay front, developer Bizarre Creations has implemented its actual car physics, which were missing from the E3 version. Suspensions now dip when taking turns and drop when jumping, not only making the cars look truly lifelike when racing, but making them feel realistic as well. Visually, the number of textures used for each course has increased, lending the locales much more detail. Realtime lighting and more roadside objects are also in place, which will generate even more atmosphere.

Recent demonstrations of the game have included a brilliant example of the time of day variants of Tokyo's Shinjuku course, which, at night, transforms into a brilliant tapestry of neon and flashing billboards just as in real life—truly impressive.

Bizarre Creations has also revealed the game's third circuit, which encompasses the sights of downtown London. Its two other, previously announced circuits are set in Tokyo and San Francisco. Details concerning its planned 'gang battle' mode remain under tight wraps.

*M*etropolis Street Racer should see release in North America by summer, and if these latest improvements are anything to go by, it should prove well worth the wait.

RANDY NELSON

1 *M-SR*'s replay mode has been tweaked to display TV-like scanlines and a record light for that 'caught on camera' effect. 2 The London circuit is packed with sharp twists and turns. 3 San Francisco has been modeled right down to actual storefronts 4 The only things missing from the circuits at this point are pedestrians and cross traffic.

In Brief

PUBLISHER SEGA
DEVELOPER BIZARRE CREATIONS
ORIGIN UK
TYPE RACING
PLAYERS 1-4
PERIPHERALS JUMP PACK, WHEEL
ONLINE TBA
RELEASE DATE SPRING

Seaman

Say hello—literally—to the future of virtual life forms. Yikes!

1 Your Seamen friends are eerie from the get-go, as they burst their way out of their mollusk-like host. 2 Within a matter of weeks, they will evolve into adult Seamen, who are even creepier—and far more talkative. 3 Inspecting the little guys brings this 3D hand into play. We still aren't quite sure why you'd want to touch them. 4 *Seaman* begins with you feeding tadpole-like beings to the mollusk.

In Brief

PUBLISHER SEGA
DEVELOPER VIVARIUM
ORIGIN JAPAN
TYPE SIMULATION
PLAYERS 1
PERIPHERALS MICROPHONE PACK
ONLINE NO
RELEASE DATE SPRING

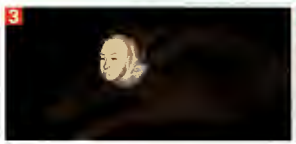
Okay, we'll begin after you've finished chuckling about the title of this preview. *Seaman* (note: singular) is the first virtual life simulation for Dreamcast. Not only that, it's the first title in the pipeline to make use of Sega's upcoming Microphone Pack. You see, this isn't just some sort of virtual Sea Monkeys knock-off — it aims to be the closest thing yet to a living, breathing life form inside your television.

Starting off with an empty aquarium, you hatch several eggs, which, in turn, spawn around half a dozen Seamen (there — you got us to say it). That's when the real fun — or strangeness — is sure to begin. Using the microphone, you begin teaching words to your new underwater pals. Soon enough, they'll begin to understand you, and repeat them. After a couple of weeks of coaching (and regular feedings) some will be fully grown and some will have died. What you'll finally end up with is a school of human-faced fish that are the creepiest things you've ever seen.

Conversations with Seaman in his adult form should prove to be the most entertaining (if not somewhat disturbing) aspect of the game, and — thanks to advanced speech recognition — never the same twice.

Seaman is easily the most unique title on the horizon. We'll have full details on the U.S. version next issue.

RANDY NELSON



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In real life, Lara Croft would beat the living !@#?% out of you for looking at her like that.

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UGO

PLAY IT! ON THE CD

1 The glowing spheres surrounding your targets will turn from green to red — indicating the right moment to fire your weapon for maximum damage. 2 Your mission will cover every inch of Woodside City, from its dark back alleys to the top of a speeding freight train. 3 As in *House of the Dead 2*, your characters will sometimes be tasked with rescuing civilians from rampaging zombies in order to progress. Often times, they'll reward you with important items.

4 Characters can pick up flashlights which not only enable you to spot baddies before they grab you, but also produce a great realtime lighting effect. 5 For added shock value, enemies will spring out of doorways, manholes, and, in this case, from underwater. 6 Weapons range from basic handguns to the massively powerful flamethrower. 7 Zombies don't fear fire — only hot lead.

Zombie Revenge

House of the Dead's motley cast of monsters returns in the bloodiest beat-'em-up ever

The guys and ghouls of *House of the Dead* are back, and this time they're causing a stink — literally — in the bustling metropolis of Woodside City. It's your assignment to knock the decaying flesh from their bones yet again — not with light guns this time around, but in horrifically brutal hand-to-hand combat.

Zombie Revenge sees you getting up close and personal with the undead as one of three characters (a government agent type, a grown-up 'Buffy,' or a shirtless '70s cop) dropped smack-dab in the middle of Woodside City, just recently transformed into Zombieville USA. Your goal: Take back the warehouses, neighborhoods, subways of this urban sprawl — nine areas in all — by pummeling, shooting, drilling, burning, hacking, and generally causing all sorts of bodily harm to horde after horde of the walking undead.

Your character's actions are assigned to three buttons: Guard, punch, and shoot. You can also perform a variety of combo moves by hitting these three buttons in pre-defined sequences. More importantly, you'll be able to pick up numerous power-ups and weaponry, including flame throwers, chain guns, and guitar case chain guns straight out of Desperado.

You can expect the game's environments to look just as spooky as those in the original Naomi-based arcade version, replete with blood-splattered walls, ransacked buildings, and plenty of raging fires. Some of the enemies will also look familiar, as well they should. Many have been lifted straight out of the House of the Dead games, to which *Zombie Revenge* serves as a spin-off, although some are entirely new (but definitely every bit as creepy).

Gameplay-wise, the Dreamcast conversion of *Zombie Revenge* won't be radically different from its arcade counterpart — with the exception of several new play modes, including a one-on-one 'fighting' mode, a weapon-only mode, and an Original Mode similar to the one in House of the Dead 2. It will also feature two VMS mini-games to bolster replay value. One will be similar to Sonic Adventure's Chao mini-game, only this time you'll be raising miniature monsters on your VMU. The other is a zombified version of Sega Bass Fishing that'll let you go angling for the creepiest sea creatures this side of 20,000 Leagues Under the Sea.

So stock up on your zombie repellant and get set for the goriest beat-'em-up you've ever laid eyes on. It's going to be a messy job, but somebody's got to do it. JEFF CHEN

In Brief

PUBLISHER SEGA
DEVELOPER SEGA
GENRE ACTION
PLAYERS 1-2
ORIGIN JAPAN
RATING M
PERIPHERALS JUMP PACK
ONLINE NO
RELEASE DATE JANUARY

(+) POINTS

- Classic beat-'em-up violence with the unique stylings of the *House of the Dead* series
- Multiple paths through each level, á la *House of the Dead 2*

(–) POINTS

- Like any game of this type, there's the chance that the endless punching and kicking will grow tiresome

BOTTOM LINE

Sega's latest beat-'em-up promises ghoulish baddies, branching paths, and some truly powerful weaponry

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WARNING!

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Forecast reports 100% chance of rain... fire balls, earthquakes, missiles, and ducks. That's right! There's a storm brewin' and time is of the essence. Design valleys and mountains to hold the water in place. Better be quick though, you don't have as much time to react as the ***other*** falling puzzle game. Highly addictive and guaranteed to make you WET!

imagineer

ZED TWO GAME DESIGN STUDIO

XICAT INTERACTIVE

Sega Dreamcast.

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D2

The original horror heroine crash lands in the Great White North

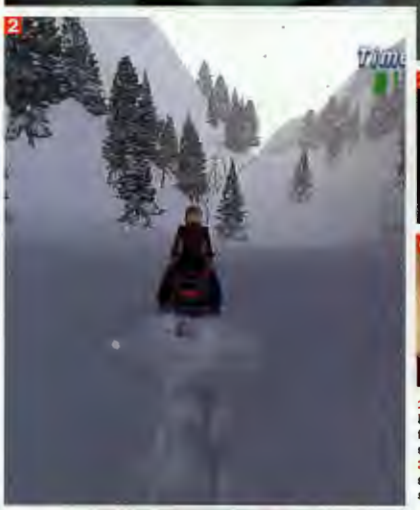
Before Jill Valentine and Claire Redfield, there was Laura Lewis, the golden-tressed heroine who starred in the horror adventure game *D* on PlayStation and Saturn long before anyone had even stepped foot inside Racoon City limits. Laura then went on to star in Warp's second game on Saturn, *Enemy Zero*, combating stealthy aliens aboard a far-reaching space ship. Now, with Warp's third game, *D2*, Laura returns in an adventure aimed straight at survival horror fans.

A game originally planned as a showcase title for Matsushita's ill-fated M2 system, *D2* skips the outer space antics of *Enemy Zero* and the gothic atmosphere of *D*, opting for the more down-to-earth feel of the Canadian outback. But things are not as peaceful as they seem. The game opens with a series of cinemas showing Laura on a plane shortly before it is hit by a giant meteor. Talk about bum luck. The rest of the game is spent exploring the wilderness, fighting giant monsters, and collecting clues as to what is making all life forms near the meteor crash site turn into ravenous beasts. Could it be a virus? Radiation poisoning? Or something far more sinister?

Featuring both first-person and third-person views, combat in the game is handled in the former, giving you the chance to test out a whole range of firearms, while gaining precious experience points along the way. The ability to earn points lends *D2* a distinctly role-playing type feel, without detracting too much from the adrenaline-charged feel of the action segments. *D2* will give you the chance to zip around on various vehicles, interact with a multitude of human (and surely, sub-human) characters, and also solve challenging puzzles if you're to survive to see Laura through.

Warp president Kenji Eno promises that this will be one of the most immersive games to hit *D*reamcast, beefed up by his own orchestral soundtrack and fully 3*D* environments. We'll hold him to his word as *D2* sets to ship to stores this January — just in time for a long snowy winter.

FRANCESCA REYES



1 An elaborate, mysterious CG intro foreshadows the ominous feeling of the game. 2 Laura's skirt doubles as a snowmobile. 3 Another ill-fitting Christmas scarf? 4 Laura and the stewardess, pre-face split.

Q: What happened here?
Answer 1: A tragic scavenger hunt gone horribly wrong.
Answer 2: Pilot mistakenly mentioned he had an ultra-rare Pokemon card over the PA system.
Answer 3: Crew chomped by stewardess with tentacles on her head.

In Brief

PUBLISHER SEGA
DEVELOPER WARP
GENRE ACTION/ADVENTURE
PLAYERS 1
VMU PAGES TBA
RATING M
PERIPHERALS TBA
ONLINE NO
RELEASE DATE JANUARY

(+) POINTS

- Promises to be a huge, action-filled adventure
- If it's anything like the original, expect a good, creepy mystery

(–) POINTS

- Will the character animation be more natural in the final version?
- Hopefully, there will be a solid balance of action, exploration, and puzzles

BOTTOM LINE

Warp's 128-bit winter wonder-piece, as great as it looks, has to be almost mind-blowing to make up for its countless delays

30 Second Makeover

And you thought your life was rough... When Laura runs into this poor stewardess at the crash site, there's more going on than a simple migraine. You'll have to fight the mutated hostess while being tossed about by her protruding tentacles. Believe us, Mulder and Scully ain't got nothing on Laura Lewis or D2.

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F1 World Grand Prix

Dreamcast's latest Formula One racer pursues unparalleled realism

If attention to detail is the yardstick for a racing simulation's potential, *F1 World Grand Prix* is already pulling ahead of its rivals, *Sega Sports Flag to Flag* and *Monaco Grand Prix*. Fully licensed by the FIA, the governing body of Formula One racing, *F1 World Grand Prix* promises to deliver the most accurate recreation of the motor sport ever seen on a console.

Developers at Video System plan to utilize a combination of licensed resources, such as circuit and season data, and Dreamcast's unrivaled ability to simulate realistic car physics, while simultaneously recreating the more subtle aspects of real-world racing. Featuring all 22 cars and drivers of the 1998 Formula One season, F1 World Grand Prix calls on official survey data to recreate the series' globe-spanning circuits. The game's creators have even culled weather data from the 1998 season, so that the track conditions exactly mimic those of the actual races.

The game will offer six play modes: Grand Prix, Exhibition, Challenge, Time Trial, Single Race, and a two-player Match Race. Challenge mode should be especially intriguing for F1 purists, as it will enable you to see how you would have performed in actual scenarios from the 1998 season.

Other details, such as head bob due to g-forces while turning and virtual cockpit camera views featuring 3D instrumentation, should further the suspension of disbelief. Finally, replay cameras are placed in the exact position as their real-world counterparts, so playbacks of your race should look shot-for-shot like an actual television broadcast.

In a genre where realism is king, F1 World Grand Prix appears to have a monopoly. Let's just hope it's as captivating as it is accurate.

RANDY NELSON

1 Re-creating the high speed thrills of F1 racing while retaining accurate physics is the game's primary goal. 2 Camera angles will include several outside the car and two virtual cockpit interiors. 3 Multi-point car tuning will be crucial to winning the season. 4 Replay cameras are positioned as in real life for a TV-like effect.

In Brief

PUBLISHER SEGA
DEVELOPER VIDEO SYSTEM
ORIGIN JAPAN
TYPE RACING
PLAYERS 1-2
PERIPHERALS JUMP PACK, WHEEL
ONLINE NO
RELEASE DATE DECEMBER

Dream Roadsters

Take a ride on the *really* wild side—racing against disaster

1 Speeding around the desert course becomes more difficult (and many times more hazardous) as a whirling tornado whips up. 2 *Dream Roadster*'s cars will include concept models and classics.

In Brief

PUBLISHER TITUS
DEVELOPER PLAYER 1
ORIGIN US
TYPE RACING
PLAYERS 1-4
PERIPHERALS JUMP PACK
ONLINE NO
RELEASE DATE SPRING

Racing against the course and your opponents is one thing — but racing against natural disasters in progress? *Dream Roadsters* will see you doing just that, and it will affect more than just the game's ambiance.

Each of the game's eight courses revolves around a different calamity that occurs while you race, whether it's a mammoth tornado or fiery plane crash. More than just visual effects, these disasters will influence the race in progress. For instance, you might be speeding through a desert course when, suddenly, the sky will darken and gale-force winds will whip up, making it harder to retain control of your car. Before you know it, you're hanging on for dear life as you race straight through a tornado.

There will be several 'themes' to each course that are unlocked as you win races, making for about 24 different tracks in all, spanning the globe from Death Valley to the alps. But all of the tracks have a few things in common: Plenty of hair-raising jumps, hair-pin turns, and secret shortcuts.

At least 20 high-octane licensed cars are planned for the game from such manufacturers as Ford, Mitsubishi, Fiat, Renault, Wiesmann, Toyota, Ginetta, TVR, and Lotus. Three classes of each car will exist: Sports, Racing, and Formula, with each offering different handling attributes and the Formula class bestowing your set of wheels with a full formula paint scheme. You'll also be able to purchase upgrade 'kits' for your car using race winnings that will enhance its overall performance.

Even at this early stage of development, Dream Roadsters is shaping up to be not only an innovative racer, but a keen looking one as well, sporting highly-detailed cars and environments, realtime reflections, and impressive special effects.

Look for Dream Roadsters to debut early next year, and a full review of the game in a forthcoming issue of DCM.

RANDY NELSON

www.DailyRadar.com

www.titusgames.com

also available on GAME BOY COLOR

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PlayStation

ROADSTERS™

blowing road racing wide open

Tapping into Dreamcast's ample processing muscle, *Striker Pro 2000* aims to accurately re-create the exhilirating atmosphere of actual soccer—from the thousands of cheering fans and mammoth playing fields, right down to the rapid moves and precise ball-handling of the players themselves.

Striker Pro 2000

Infogrames is looking to score by joining forces with UEFA to produce Dreamcast's first arcade-style soccer title for North America. Goal!

The Union of European Football Association's motto is 'We care about football,' and if this game lives up to its promise, maybe you will too. The U.S. release of *UEFA Striker*, *Striker Pro 2000* ditches the Euro-centric moniker and turns its full attention to replicating the most realistic soccer game possible.

Boosted by complex AI routines developed under the guiding eye of superstar Dutch player Ruud Gullitt (who also does a spot of guest commentary), *Striker* promises to deliver smooth, strategy-rich on-field play running at a solid 30 frames per second. Over 200 player moves and a total of 9,000 frames of motion capture will ensure an unparalleled sense of realism, while high resolution textures mean the detail goes right down to authentic field markings and team strips.

The pace is intentionally fast — more along the lines of arcade versions of the game — and the idea is that the more skilled a player you are, the better you can turn this pace to your advantage; getting in crosses before the defense can react, for instance or catching them napping with a quickly-taken free kick.

The commentary is likely to be a strong point, since the UK's Ron Atkinson and the comically excitable Jonathan Pearce take the announcers' booth. Even at this early stage it's sounding more natural and responsive than anything we've heard before.

Dynamic weather will dramatically affect ball physics, while eight strategies can be chosen on the fly. European National and Club Teams plus 30 International teams (including a non-MLS U.S. soccer team) provide a wealth of choice for those in the know. Even the 'practice' mode — a combination of skills training and certification tasks — looks great .

For the first soccer game on Dreamcast, *Striker Pro 2000* is an impressive start.

MAX EVERINGHAM

1 The main gameplay mode will offer mutiple camera views from top-down to isometric. 2 Sure to be key in the game is its comprehensive training mode. 3 Real-time cinematics help lend a truly broadcast-like presentation. 3 Highlights replay, DC-style.

In Brief

PUBLISHER INFOGRAMES
DEVELOPER RAGE SOFTWARE
GENRE SPORTS
PLAYERS 1-2
ORIGIN UK
PERIPHERALS JUMP PACK
ONLINE NO
RELEASE DATE FEBRUARY

(+) POINTS

- Spot-on player animation offers up new levels of realism. From bicycle kicks to astounding saves, everything is rendered convincingly.
- Great, totally natural-sounding commentary should help to actually capture the emotion of the game—without becoming overly repetitive.

(–) POINTS

- Some of the motion captured player motions could make response times somewhat sluggish.
- As it stands, stiff-limbed player models look awkward when off the ball, but this will hopefully be remedied.

BOTTOM LINE

Striker Pro 2000 looks set to serve up an incredibly good-looking game of arcade soccer.

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-Manga Max

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Chapt. 5 Distressed Maidens

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"An interesting slice of anime"
-Gamer's Republic

Those Who Hunt Elves finally meet an elf who begs to be stripped! In her town's hour of need, Millies donned magical armor to defend her people only to discover that she was cursed to wear it forever. Who better to turn to than Those Who Hunt Elves to help her undress?

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TEEN
T
CONTENT RATED BY
ESRB

SI-COPS

PROFILE #1635

NAME: Hawk Manson

OCCUPATION: Espionage Operative

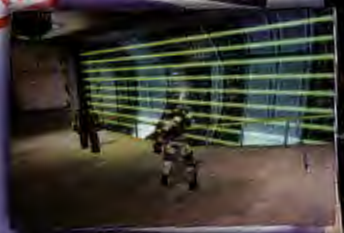
SECURITY CLEARANCE: Ultra Magnum

FIELD OF OPERATIONS: Global

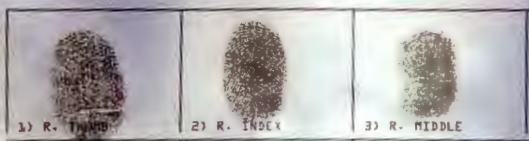
WEAPONS PROFICIENCY:
Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Flame Thrower
Crossbow
Axe

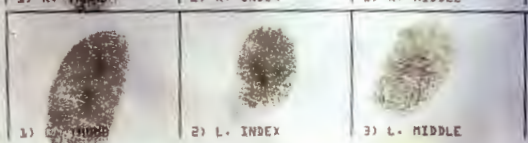
STRATEGIC INITIATIVES:
Intercontinental Industrial
Nuclear Weapons Retraction
Bomb Diffusion
Timed Explosives Deployment
Top Secret Document Extract

CONFIDENTIAL



MANSON, HAWK





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PlayStation

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EVERYONE E ESRB

SEGA Bass Fishing

Check Settling the Scores

We received a lot of feedback on our last issue's **Test Zone**, both good and bad, but it seems as though there's a bit of confusion regarding **DCM**'s scoring standards. When we initially constructed the rating matrix, we decided to do something that we felt hadn't been done in many other magazines out there. Provide a scale that depicted average games with a logically average score directly between 1 and 10, rather than skewing the scale high or low. So, without further ado, we present you, the **DCM** reader with a more detailed description of each of the ratings in our scoring scale.

10 Unbelievably good. This game will live on, long past even Dreamcast's shelf life. Innovative and cleverly executed, this game sets new standards not just for the genre, but for all games. A must-have – no question!

9 Though it may not break barriers all around, it belongs in every DC owner's collection. Fans will cry with joy, non-fans will be amazed, and everyone will live happily ever after.

8 An excellent, entertaining, title. A game with an 8 has a strong premise, good concepts and interesting and well-executed ideas. Gameplay, appeal, and execution may fall slightly short in a few areas, but only slightly.

7 A strong title with plenty to like, but it doesn't exactly break the mold. A great way to spend your time if you're a big fan of the genre or if you're looking for something different. Recommended.

6 A good game that won't disappoint any fan of the genre. While it may lack some real standout traits, it's adequate for those looking for a good representation of their favorite genre on DC.

5 An average title that will be fun for some, but misses the mark for providing anything new or remarkable. The groundwork for a solid game is there, but somehow it just winds up being less than the sum of its parts and is unlikely to be remembered six months down the road.

4 Mediocre – adj. Of moderate or low quality; undistinguished. In other words, a game that manages to satisfy most of the requirements, but stumbles in too many areas and does nothing special in any category.

3 A game that may have started out with a cool premise or may sport some interesting features, but somehow picked up some crucial and damning gameplay flaws along the way. Oops.

2 Maybe there's something about the lead character or the battle system or ... maybe it just sucks. Bad gameplay, boring characters, but there's something that keeps it from being a 1. Just.

1 Get far, far away from this game. It never had a chance of being anything but an expensive, high density coaster.

Scoring

We mark out of 10. When we believe a game is just average, we give it 5/10. If its appeal is either aimed directly at fans of the genre or series, but not something that will be enjoyed by everyone, we give it a 6/10. You deserve a system that uses the whole range of marks and not just those above 7/10. Below is a short guide to how we rate the games we review.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	very weak
1	embarrassing
(+) (–)	A round-up of the best and the worst of the game

SUMMARY
The whole review in a handy bite-size chunk

Dreamcast Magazine

Now Playing

You can rely on us to play through every game that we rate in Test Zone. Sure, we get paid to do it for a living, but there are still those rare and wonderful games that come along and keep us playing long after its been beaten and scored. Just to give you an idea of what's kept us up into the wee hours of the morning, check out the list below:

SOUL CALIBUR

Yup, you guessed it... months have passed and we're still nunchuka-ing our way to Inferno and back. Brilliant in every sense of the word, and convincingly upstages Sega's own *Virtua Fighter 3tb*.

SEGA RALLY 2

Sure, it ain't quite pixel perfect, but it's still a great ride in any mode and looks beautiful doing it. Pity about the frame-rates, but undeniably a fine racer with bags of challenge.

TOY COMMANDER

Randy and Simon claim that the hours they spend playing this game is to recapture their lost childhood — but it looks a lot like slackin' to everyone else.

Dream Game Award

With Dreamcast's promising software lineup, we won't be hardpressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that gets this guarantees a good time no matter who you are or what type of games you like to play. An essential buy!

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Sega Sports NBA 2K 90

Toy Commander 94

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Pierre was convinced about the dual purpose of the Peugeot 306's low-slung spoilers. Whatever the case, this was a bad time to cut the grass.

Sega Rally 2

Still not perfect, but close enough...

Let's face it, coin-op racers are a great place to unload a piggy bank full of quarters, but they need more than a little road resurfacing to cut it as console games. This is especially true of *Sega Rally 2*. Its Arcade mode is fun for a while, but you'd be right to expect to a whole lot more for your fifty bucks. And fortunately, that's exactly what you'll get.

How about a variety of amazing courses, some cool new cars to drive, and a championship running over a ten year time span? — which, funnily enough, feels about how long we've been waiting for the US version to arrive. Hmm.

And let's not forget that the Japanese version was already exactly like this. So what's Sega been doing since January? By the looks of it, not much. We know that the company tinkered around a lot with the title, trying to make it compatible with online gaming plans (it isn't). We also know that program engineers popped the hood to see if they could stop the 3D engine from dropping frames (it still does). Unbelievably, after all this time, *Rally 2* still isn't perfect. But don't let that put you off.

In fact, the Ten Year Championship alone is enough to recommend *Rally 2*. It's a year-by-year game raced across 16 different courses (a mixture of old and new *Rally* tracks, with added variations in weather and lighting effects). To stand a chance, you'll have to pay attention to the weather, the track type (asphalt, gravel, mud, etc.) and the layout of the courses themselves. And that's because you'll need to tweak such features as gear ratios, brakes and tires to suit conditions. Best of all, there are subtle differences in the way each of the cars handle, so it'll take quite awhile to master this aspect of the game.

Of course, you can tweak things as much as you like, but if you drive with all the finesse of Mr Magoo in a turbo-charged bulldozer, you're not gonna get very far. That's because *SR2*'s later tracks are hair-pullingly, feet-stampingly, teeth-gnashingly tough — and they aren't too well-paced, either. Things suddenly get much tougher at the end of year six, so put in some time on the earlier ones first. Practice, as they say, makes perfect.

But what about the graphics? Are they up to scratch? Well, not really. It's a mixed bag. While the beautiful scenery and hazy hues of some of the tracks (particularly the later ones) make the coin-op's paltry selection look like an afterthought, they're sullied slightly by the 3D engine's unconvincing performance (See Second Opinion). The result is a driving sensation that's classic *Rally* – just not quite as seat-of-your-pants exhilerating as it could have been.

And that pretty much sums up *SR2*. We won't go on about the weak-ish two-player mode (and its horrible 'pop-up'), or the offensively bad music (par for the course with coin-op conversions, surely?). It's still a damn fine game, of course, and easily the best racer on Dreamcast. But we have a sneaking suspicion it won't be the best for long...

JASON BROOKES

www.DailyRadar.com

1 Dedicated *Rally* nuts might recognize this Desert track from the original coin-op (and Saturn). 2 This one's new, though, and is the exact place where the game gets a bit tough (*Set your gear ratio to low for this – Randy*). 3 At first start, the outside-car view might seem easier to get to grips with, but it's no real substitute for being in the driving seat. 4 The replays are almost as entertaining as the game itself, and can be saved to VMU for showing off to your friends. 5 Another new championship track unravels beautifully into the distance (this time based on *SR1*'s mountain stage) . 6 A selection of hidden cars are unlocked as you attain First place in each championship year (or complete the Arcade mode).

In Brief

PUBLISHER SEGA
DEVELOPER SEGA
GENRE RACING
PLAYERS 1-2
VMU PAGES 198
RATING E
PERIPHERALS JUMP PACK
ONLINE NO (Oh, well done)
PRICE $49.99

Second Opinion

I played the original Japanese version of *Sega Rally 2* for weeks following its release, and enjoyed every minute – but it was far from flawless. The frame rate couldn't sit still, and the game made a dramatic leap in difficulty at around year seven in the 10-year championship mode. Nevertheless, I stuck with it and enjoyed it, all the while hoping these problems would be remedied in the US release. They haven't been. For all intents and purposes, the game has exactly the same difficulty curve. And rather than locking the graphics at a steady 60fps, it now seems to run more consistently at 30fps (oddly enough, the Time Attack mode, which lacks other cars, stays pretty solidly at 60fps). Fortunately, this hasn't done much to dampen my enthusiasm, but the fact that the game still doesn't deliver a consistent, arcade-quality sensation of speed is always lingering in the back of my mind. Still, it's the top racer available for Dreamcast and a must-have for anyone who enjoys rally racing – or any kind of racing games, for that matter.

Under the hood...

1 Each track comes with a map in the Ten Year Championship (revealing the paths opened up on other variants). Also, details of the road composition and other factors such as weather, visibility and track type are provided. 2 The real strategy begins when you start fiddling with the dynamics of your car, so that you don't end up playing a game of rally pinball – with your car as the ball. You can adjust such things as the transmission, gear ratio (lower ratio = faster acceleration), suspension, steering, brakes and tires. (*What about the radio? -Ed*)

Official Sega Dreamcast Magazine

(+)	+ Ahh, that classic *Sega Rally* feeling + No ordinary coin-op conversion – tons of lasting appeal + Hidden cars galore
(–)	– No future online gaming compatibility (pah!) – As tough as old boots but oddly paced – Runs at 30fps most of the time (boo!)
SUMMARY	The best racing game on Dreamcast by miles. Superb playability, beautifully designed tracks and a considerable challenge

8 out of 10

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INFOGRAMES
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Sega Sports NBA 2K is easily the best looking sports videogame ever created. That fact is evident in every detail, from the players faces to the arenas themselves.

A little rough around the edges, but easily the best hoops game yet

You thought *NFL2K* looked good? Well buddy, wait 'til you get a load of *NBA2K*, which is now officially The Best Looking Sports Game In History.™

First of all, players' faces look so close to their real life counterparts, it's eerie. Their expressions even change depending on their action — when Shaq dunks, he gives you a look so mean that you want to apologize for just being on the court. Also, when you put a smaller point guard next to a 7-foot center, the size difference is extreme. Not only does this look realistic, but it really affects the gameplay. If John Starks ends up covering David Robinson in the paint — forget it, Starks is getting pushed under the basket and dunked on. Likewise, a speedy point guard will blow past a center if he tries to cover him tight on the outside. This is one of the game's main strengths, because it so accurately represents how the game is really played. It's all about individual matchups and finding ways to exploit them in your favor.

NBA2K also introduces a radical new way to shoot free-throws. You have to gently press both shoulder buttons to get two arrows to line up over the basket, and depending on how good a shooter you've got, the buttons' analog sensitivity makes it easier or harder. This could be a controversial new addition, since many people either seem to hit their shots every time, or just can't get the hang of it at all.

The game's dunks look great, but still, a 'direct dunk'-type feature would have been much appreciated. As it is, the dunk you pull off depends on your player and his position on the court, and it's nearly impossible to consistently pull off a favorite slam on purpose. Alley-Oop dunks are included, and (usually) work quite well. Just tap any direction on the digital D-Pad simultaneously with the Right Shoulder Button, and if you've got a man down low with a clear path to the basket, he'll jump up to catch the lob. The only problem with Alley-Oops is that many times your teammates will act plain stupid. They'll get wide open inside, raise their arm to call for the lob, and as soon as you toss it they run away from the basket, despite the fact they were still open. Wha?!

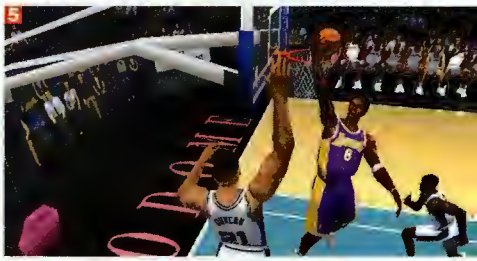
Unfortunately, that isn't the game's only rough spot. Half of the time, your guard on the right side of the court will stand with one foot out of bounds. You dribble down the court, pass him the ball, and — instant turnover. There are plenty of little problems like this, but the only really bad one is that you can only check out player stats for that single game — you don't get to see any season averages. So, if you're playing a team with players that you're unfamiliar with, there's no way to find out what they're capable of. Two seconds left and you need someone who can nail the three? Eenie, meeny, minie, mo...

Overall though, hoops fans will be blown away by *NBA2K*. The best part about the game is that it really does a good job of meshing a basketball simulation with a smooth, fast-paced arcade feel, without ever going overboard into *NBA Jam* territory. It's easy to pick up and get into, and looks flat-out gorgeous. If you're an NBA fan, this game alone is worth the price of a Dreamcast.

CHRIS SLATE

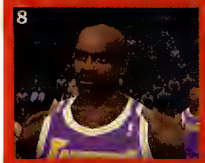
Second Opinion

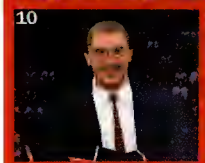
Consider this an opinion from a long-time basketball fan, but one that's never been very keen on the way it's been translated into videogame form. Most basketball videogames, with the exception of a choice few over the years, have never really captured the flow of the sport and the teamwork involved very well. *NBA2K* excels in both areas, delivering a game that does a wonderful job of combining the best aspects of simulation and arcade-style play into one very entertaining and well-controlled package. It's still far from perfect though, as it's hampered by a few pesky bugs (from CPU teammates standing out of bounds to lay-ups being called as dunks), but it's still the best hoops game I've played in years. RANDY NELSON

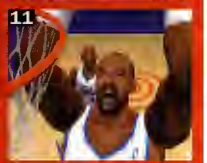


Player Perfection

The players in this game look amazing! From franchise guys like Shaq to the guy at the end of the bench, each and every NBA player looks just like his real-life counterpart, with accurate faces, size and skin tone. They look so life-like, it's creepy!







8 One glance at this 300-pound dunking machine and you know who you're dealing with — Shaq Daddy! 9 Patrick looks perfect as well, but you could have just as easily guessed it was him by his bum knees and slow run. 10 Even the coaches are dead-on — just check out six-time NBA Champ Phil Jackson. 11 "Karl, you grew hair!" The poster boy for Rogaine demonstrates how players' facial expressions change. Rharr!

1 Players adhere to their real-life attributes, so you won't see Shaq sinking three-pointers or Latrell Sprewell helping opponents up from the hardwood. 2 From fade-aways to finger rolls, if you can do it in real basketball, you can do it in *NBA 2K*. 3 The analog free-throw system takes a while to learn, but it soon becomes almost second nature. 4 Holding the left analog trigger causes players to post-up when in the paint, or turn their backs when outside it. 5 You'll see all of your favorite NBA stars represented, and they'll not only move naturally, but look just like their on-court personas as well. 6 There are tons of dunks; which one you perform depends on your player and their position on court when you execute it.

In Brief

PUBLISHER SEGA
DEVELOPER VISUAL CONCEPTS
GENRE SPORTS/BASKETBALL
PLAYERS 1-4
VMU PAGES 198
RATING E
PERIPHERALS JUMP PACK
ONLINE NO
PRICE $49.99

Official Sega Dreamcast Magazine

(+)	+ Who zapped real NBA players into this game? + A near-perfect mesh of fast, arcade-style gameplay with EA-type sim-lness
(-)	– Dig in for a few hours, and you'll come across way too many bad glitches and questionable player AI to make it perfect
SUMMARY	The best looking sports game ever, and easily the top hoops title. It could've used tweaking, but still a lot of fun.

8 out of 10

1 The *Slave Zero* team admirably created a precise sense of scale and size within the game, which adds to the look and feel of guiding a monstrous mech around a bustling metropolis. 2 Once you meld with your Slave unit, you're able to attack with a variety of weapons – each arm holding at least one. 3 The precision in aiming at your opponent tends to be rough around the edges.

Slave Zero

PLAY IT! ON THE CD

Infogrames' Slave Scissorhands sticks it to the evil Soukahn scum in a competent giant robot shoot 'em up. Stomp. Stomp. Stomp...(etc)

Set in a futuristic cityscape that owes a lot to the likes of *Blade Runner* or the *Fifth Element*, *Slave Zero* pits your solitary mech against a brood of evil-doers named the Soukhan slaves. The blocky, generic buildings that comprise the backgrounds sit oddly with Slave himself, who is one of your sleeker organically-styled fighting mechs — more *Heavy Gear* than *MechWarrior* — crashing fluidly and convincingly through the environments.

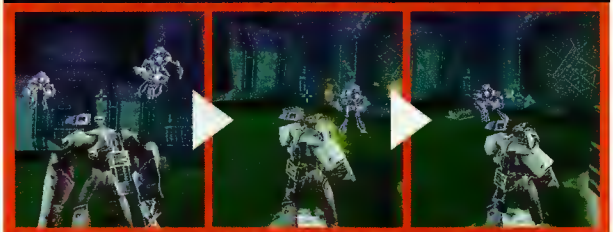
But an impressive sense of scale pervades this game, as the mammoth proportions of Slave and his foes contrast nicely with tiny humans running all over the place and miniscule cars swerving out of your path. The game, though, is a largely solitary experience, as you spend most of your time pounding through a city dotted with enemy encounters but otherwise apparently deserted. While you can shoot the aforementioned cars and the occasional mission-critical building, most background elements are non-interactive, which sort of divorces you from your surroundings.

Right from the start, the heavy resistance you encounter puts you in the thick of the action, but no mid-level continues means death puts you frustratingly all the way back to the beginning of the level. Horrifically long load times compound the annoyance.

Still, the constantly-updating comms link from HQ gives a good sense of mission continuity and focus, and the shining jewel in the crown has to be the super-smart enemy AI: They'll duck, strafe, roll and dodge masterfully to evade your attacks and return fire with impunity. Slave Zero is overly long and threatens to be somewhat eclipsed by the competition but stompy-robot fans will find plenty in the game to keep them gleefully content.

MAX EVERINGHAM

It's Just a Step to the Right



Like in any respectable shooter, Slave Zero has plenty of moves and tools to get you where you want to go, including the ability to strafe for particularly nasty run-ins with assorted Soukahn grunties. You'll need to sharpen your reflexes and virtual trigger finger in order to outdance your more direct you'll be facing multiple enemies in very tight quarters.

4 It's a shame that the environments in *Slave Zero* aren't nearly as impressive as your Slave unit. Speedy and exquisitely animated, the contrast between it and the surroundings only further the disparity in the graphics. A bummer to say the least.

In Brief

PUBLISHER INFOGRAMES
DEVELOPER ACCOLADE STUDIOS
GENRE ACTION
PLAYERS 1
VMU PAGES 2+
RATING T
PERIPHERALS JUMP PACK
ONLINE NO
PRICE $49.95

Official Sega Dreamcast Magazine

(+)	+ Enemy resistance is impressively focused and intense + Voice directives makes missions more immersive
(–)	– The difficulty level ramps up very early on – Graphics would have looked good a year or so ago
SUMMARY	*Slave Zero* is good enough, but will soon be overshadowed by the competition

6 out of 10

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1 Ordinary household items are transformed into mammoth structures within the deeply imaginative world of *Toy Commander*. 2 Not limited to strictly straightforward blasting, the game offers a multitude of gameplay styles, including racing.

Toy Commander

Sega's imaginative strategy title scores a direct hit for depth, but doesn't accomplish its mission without a few chinks in its armor...

Brilliantly side-stepping reality, *Toy Commander* sees you controlling a military force comprised entirely of toys against a band of renegade playthings that have overrun your home. Each room in the house is transformed into a battlefield with several missions to be accomplished, all leading up to a final one-on-one confrontation with a boss. Getting to this point is just one of the game's challenges, however. Rather than simply satisfying each mission's objectives, which range from winning races to full-scale ground and air assaults, you must succeed within a time limit imposed by the boss.

It's this time factor, as well as each missions uniqueness, that lends the game incredible replay value, as you attempt to uncover the best strategy for each level. At the same time this causes a lot of frustration due to the trial-and-error factor in some missions. An early example of this comes in an air race, where, due to a combination of awkward level design and temperamental control, you must restart the race if even the most insignificant mistake is made — all for the sake of shaving precious seconds off your time.

Toy Commander manages to compensate for its rough spots, however, through a combination of inventive missions and superbly detailed environments — not to mention a lot of starry-eyed imagination. The game presents a world in which you could play for weeks, with countless details, and every conceivable household object rendered down to the product labels. The missions themselves take advantage of this immense attention to detail, effectively using nearly every aspect of the environment. Boxes must be toppled, stove knobs blasted, and every nook and cranny must be explored.

We would love to have seen a create-a-mission mode, but with the game's 50 missions and nearly 50 hours of gameplay without one, you won't be feeling bored for a good long time. The two to four player mode is great fun, offering standard deathmatch antics and Capture the Flag match-ups, adding plenty of replay value.

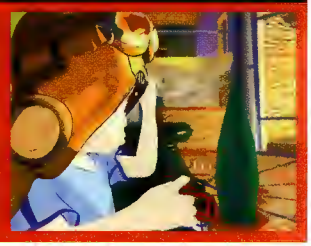
Imaginative and engrossing, *Toy Commander* is a game that truly puts Dreamcast's incredible muscle to use for more than just prettier graphics, and, in the process, puts a great big smile on your face.

RANDY NELSON

3 *Toy Commander* takes you right down to the toy's point of view to create massive environments to explore. 4 Air racing segments suffer from overly touchy control. 5 Seeking out water bombs to douse firecrackers.

It's a Big World After All

The world of a child might not seem like a kingdom from an adult's point of view, but *Toy Commander* reminds you just how overwhelming it was to be knee-high, wildly imaginative, a little clumsy, and surrounded by towering playthings on which to climb (*But, Randy, that's you now, isn't it? – Ed.*) Through clever camera angles and attention to detail, this game convincingly gives you the toy's-eye view — and it makes the environments utterly awe-inspiring in scope. Dressers become cliffs, batntube lakes, and factor just as such in gameplay. It's undoubtedly a beautifully realized vision.



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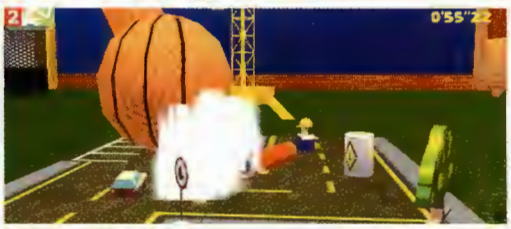
Sometimes the calculated strategy on military combat gives way to pure blasting frenzy, and, when it does, the results are suitably grandiose in nature—just look at the size of thise guy!

Playing Not-So-Nice

Staging make-believe wars between friends is a daily staple of childhood, and *Toy Commander* lets us re-live those pint-sized melees thanks to its superb multiplayer modes, which include traditional deathmatches and 'capture the flag'-style skirmishes. Each mode supports one to four players and lets you switch beween several vehicles on the fly.

1 Everything in the game's world has a realistic physics model, from household objects to the vehicles themselves. This makes for hair-raising performances while driving, but it can also become frustrating when trying to negotiate ledges. 2 In missions where precision bombing is required, the camera angle will switch to a locked viewpoint of the target area. 3 Boss encounters occur after you've successfully beaten the best time set in each room. The guardian characters themselves are extremely powerful, but each has several weak points that can be exploited in order to secure victory.



In Brief

PUBLISHER SEGA
DEVELOPER NO CLICHÉ
GENRE ACTION/STRATEGY
PLAYERS 1-4
VMU PAGES 10+
RATING E
PERIPHERALS JUMP PACK
ONLINE NO
PRICE $49.99

Official Sega Dreamcast Magazine

(+)	+ Engrossing, imaginative gameplay + Lots of varied missions which result in loads of depth + Beautifully detailed world
(-)	– Temperamental control – Some missions rely too much on trial-and-error – Audio seems to have received little attention
SUMMARY	Sega's fully realtime strategy game proves to be one of the most imaginative and enjoyable Dreamcast titles yet

8 out of 10

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RATING PENDING
RP
CONTENT RATED BY ESRB

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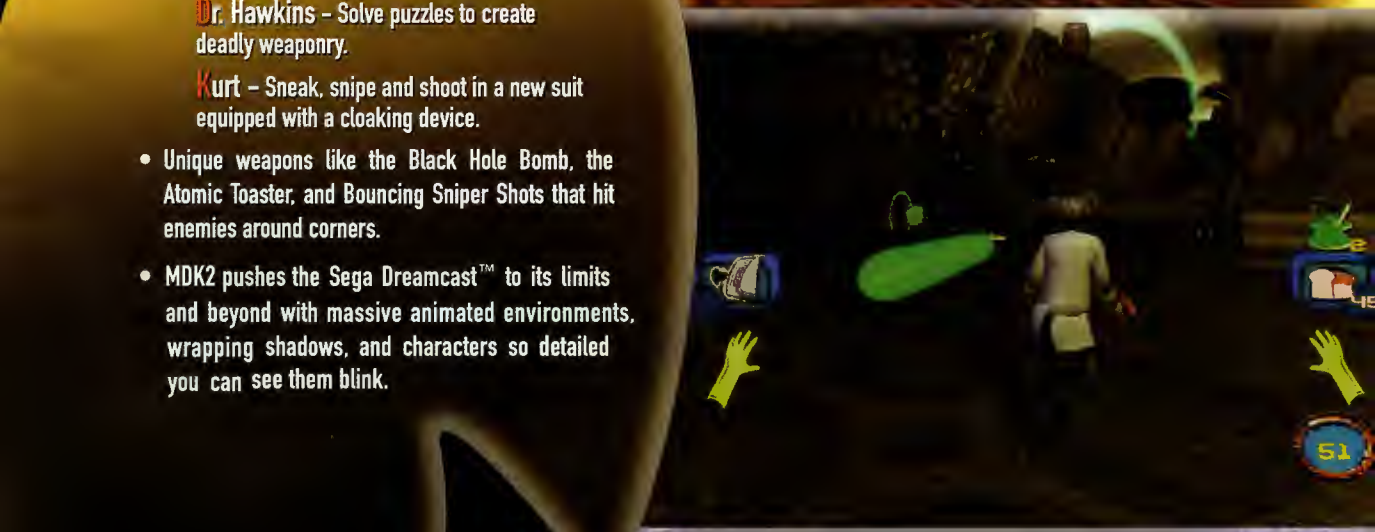


Using your Cyframes means powering up at the shop in town; that way you can really pack a punch in combat.

Evolution

Watch Your Step

The defining feature of *Evolution*'s dungeons is the inclusion of floor traps which can either hurt or hinder your party's journey through. 4 The explosion trap is the deadliest, doing around 100+ damage to each of your characters. 5 Gas traps will confuse your characters, randomly messing up your controls for a temporary amount of time. 6 The ink traps will limit your vision, making the dungeon near impossible to see. 7 An enemy trap places you in the position of being ambushed, with your positions reversed — a severe disadvantage. 8 Avoid the alarm traps since they'll call attention to your party. 9 There are plenty of other types of traps you'll find.

UbiSoft's first Dreamcast RPG proves to be the little game that could

UbiSoft's first entry into the 128-bit role-playing market, *Evolution*, is sort of a weird mixed bag. With a storyline dotted by dial-a-cliché standards, only one real town to explore, and playing time clocking in at around 20 hours for adept role-players, it'd be easy to pass it off as merely a first-generation RPG with little to offer. But then you'd be missing out.

Evolution is a dungeon game, with more in common with Sega's *Shining in the Darkness* than *Phantasy Star*. Therefore, no matter how generic the by-the-book translation may be for RPG purists, the no-frills interaction between the characters is not the focus of the game. Instead, you'll find yourself spending 95% of your time battling through randomly generated mazes and fighting bosses. While this feature (or lack thereof) detracts from any development of the characters, the plot is simple enough.

As the young adventurer, Mag Launcher, your job is to plunder the neighboring ruins in search of the mythical Evolutia, a treasure sought by generations of Launchers. After your father disappears into the ruins, a young girl named Linear shows up on your doorstep in his place. Three years later, it's your turn to take up the challenge alongside Linear. And that's about it. No plot twists (okay, maybe one), no heartwrenching tragedy, no sweeping melodrama.

Instead, you have wonderfully designed characters who are pefectly realized 128-bit versions of their sprite-based brethren, a clever trap system to spruce up otherwise straightforward dungeons, and some very intriguing battle options (including an inventive Skill Points system and visible enemies). And these features provide just enough charm and challenge to keep what could've been a less than mediocre RPG well above the mark.

FRANCESCA REYES

1 Character design makes up for *Evolution*'s rather weak plot. 2 Linear launches her Sanrio-inspired box attack. 3 Pepper's Bullet attacks are crucial in boss fights.

In Brief

PUBLISHER UBISOFT
DEVELOPER STING/ESP
GENRE RPG
PLAYERS 1
ORIGIN: JAPAN
VMU PAGES: 8-21
RATING T
PERIPHERALS JUMP PACK
PRICE $49.99

Official Sega Dreamcast Magazine

(+)	+ Great character designs + Interesting skills and combat entry system + Big dungeons with intriguing trap system
(-)	– Minimal exploration with generic dungeon designs – One town provides little variation – Too short
SUMMARY	The first U.S. RPG for Dreamcast gives fans a solid next generation fix, but falls short in storytelling and design

7 out of 10

www.DailyRadar.com

Admittedly, the intros do look spectacular, with spot on lighting effects and even some glittery golden sparkles where required.

WWF Attitude

So many features, so many modes, so very much boredom...

WWF Attitude boasts the deepest and most varied set of game options American video-wrestlers have ever seen. With over 25 different game modes, such as Battle Royal, Career Mode, and Tag Team Gauntlet, and half a dozen match-specific modifiers, including First Blood, I Quit, and Weapons, there are dozens of different configurations that can be selected for each match. Even though it's the only wrestling game available for Dreamcast, the game should offer enough to please even the most hardcore wrestling fan — but sadly it ends up pleasing no one.

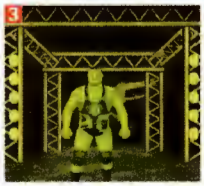
Except for some pumped-up graphics, there is absolutely no difference between this game and the PlayStation game from which it was ported. The fighting game interface requires multiple button pushes for all but the simplest of moves and, since there are different combos for each wrestler, this game becomes more of a tedious exercise in button memorization rather than challenging us with actual strategic wrestling.

The wrestler models look nice but move like anally retentive robots, and the excellent motion-capturing technology used to capture their actual moves doesn't extend to running or jumping. This aberration ends up making the wrestlers look especially gimpy when they're doing absolutely anything other than just standing there — which is a lot of the time.

This will be Acclaim's last WWF game, since they lost the license to THQ. Reliable sources at WWF's new partner have already hinted about an upcoming DC wrestling title, most likely to be developed in Japan. So, there's a big hope that the wrestling genre on DC will receive plenty of salvation in the future. Perhaps then we'll be able to forget this roody-poo, candy-ass game and move on with our lives.

DANIEL ERICKSON

1 Most of the moves in *Attitude* are of the generic variety. Expect to see lots of arm-bars and bear hugs. Here's the bear hug... 2 Never has a cage match been more dull. 3 The late, great Owen Heart. There is something even sadder about his last wrestling game being this one. 4 The Create A Wrestler mode is fun – just ignore the rest of the game.



In Brief

PUBLISHER ACCLAIM
DEVELOPER ACCLAIM
GENRE WRESTLING
PLAYERS 1-4
VMU PAGES
RATING T
PERIPHERALS
ONLINE
PRICE

Official Sega Dreamcast Magazine

(+)	+ An incredible amount of features + Really nice audio
(-)	– Plays like a bad fighting game – Wrestlers move like robot people – Roster is outdated – Doesn't use system's power
SUMMARY	A last attempt by Acclaim to milk the final days of their WWF license, this feeble port insults your Dreamcast

2 out of 10

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1 No doubt, most people will pick Tia for trickin' up the Super Pipe for her excellent balance and not her midriff, right? 2 You can choose how to split the screen in two-player mode. 3 Closet Barbie fans can choose each character's wardrobe before they hit the slopes. 4 Though somewhat difficult to master, board stunts are rewarding.

Rippin' Riders

Sega plays Misty on the slopes with the first snowboarding game for DC. Is it worth the air time—or just a pretty snow job?

With winter in full swing, Sega sensibly readies for the snowboarding season with a game to suit those who prefer to stay inside with a comfy blanket and a Dreamcast. Despite its goofy name and fairly predictable play, Sega's *Rippin' Riders* packs quite a few good surprises.

Choose one of seven initially playable characters and race through modes including Free Ride, Super Pipe, and Match Race. Free Ride is the most challenging, with a set of progressively tougher tracks unlocked by achieving different rankings. Super Pipe tests your Trick skills while Match Race pits you against a friend. It's an impressive package that's even more alluring thanks to seamless slopes, dazzling animations, a solidly smooth framerate and detailed environments.

But it's not all winter wonderland for Rippin' Riders. Both the track design and sensation of speed harbor some disturbing flaws. With some of the tracks spanning slightly kooky landscapes that include ruins and sand caves, you'll wonder how you can possibly be clocking 80 mph while cruising across a completely flat bridge... In fact, many of the early courses in Free Ride mode suffer from this problem. But as you unlock more tracks, the sensation of speed thankfully revs into a higher gear. Rippin' Riders would've also been better served to include AI opponents in the Free Ride mode.

While this certainly isn't the kind of game that will leave its mark for years to come, it provides enough challenge, style and depth to last through the long winter and even beyond.

FRANCESCA REYES

5 Learn your courses well, or suffer a mediocre ride through the hills. 6 Waterboarding? UEP Systems ensures a strange trip through the icy outback. 7 The difference between 80 mph and 30 mph could use some work.

In Brief

PUBLISHER SEGA
DEVELOPER WARP
GENRE ACTION/ADVENTURE
PLAYERS 1
VMU PAGES 25+
RATING E
PERIPHERALS TBA
ONLINE NO
PRICE $49.95

Official Sega Dreamcast Magazine

(+)	+ Plenty of variety in courses and environments + Gotta love that Super Pipe mode + Good amount of secrets to unlock
(-)	– Sensation of speed could use some work – Track designs get confusing in some instances – Awkward stunt system
SUMMARY	A snowboarder (with a dorky name) that compensates the need for speed with style, attitude and variety

7 out of 10

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Sega Dreamcast

SNK

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King of Fighters Dream Match 1999

More characters than you can shake a stick at

Not to be confused with the currently-available-in-arcades *King of Fighters '99*, *Dream Match 1999* is actually *King of Fighters '98* but with a few little extras thrown in for good measure. It features one of the largest casts of characters ever (more than 40) and is arcade-perfect down to the cuffs on Iori's shirt.

As a port of a Neo-Geo game, the sprite-based graphics and rough character animations in this fighter certainly won't wow you, but the gameplay is about as solid it gets. Characters respond instantly to your commands and combos can be pulled off with little to no effort, once you learn them. Another nice feature: *Dream Match 1999* only requires the use of four buttons, so the standard Dreamcast controller works wonderfully. You don't have to use the dreaded analog triggers like you do when playing *Marvel vs. Capcom* or *Street Fighter Alpha 3*.

So, if you're in the market for a solid 2D fighting game and have already defeated Alpha 3, look no further. Just be willing to put up with some minor load times as well as slightly dated graphics and you'll be rewarded with one of the deeper fighting game experiences that Sega's console has to offer.

STEPHEN FROST

1 With more than 40 different fighters to play as, including all the SNK greats from Kyo to Mai, you won't be left wanting more variety or choice. 2 Thanks to its Dreamcast-friendly controls, *KOF Dream Match '99* is probably one of the better 2D fighters for Dreamcast this year. And considering the competition, that's saying quite a bit.

In Brief

PUBLISHER SNK
DEVELOPER SNK
GENRE FIGHTING
PLAYERS 1-2
VMU PAGES 7
RATING TEEN
PERIPHERALS ARCADE STICK, DREAM LINK/NGPC
ONLINE NO
PRICE $49.95

Official Sega Dreamcast Magazine			
	(+)	+ Controls are dead-on and characters respond instantly + Large cast of characters greatly increases replay value	**7**
	(-)	– Graphics look a bit aged and don't show off Dreamcast's power – Loading times, while short, can still be annoying	**out of 10**
	SUMMARY	One of the better DC fighting games with more than enough characters and modes to please SNK fans	

Centipede

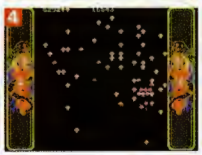
Retro fun for all? Or just another snake in the grass?

From *Frogger* to *Pong*, Hasbro is set on reviving the classic arcade and console games from our collective past in brighter, speedier forms. The company's latest, *Centipede*, is no different. With its relatively simple concept and highly accessible appeal, there's no gamer alive who isn't familiar with *Centipede*'s formula of shoot-and-dodge tactics.

Hasbro and Leaping Lizards have tacked on a new challenge in the form of a Story Mode which gives you the chance to complete objectives (like saving the Wee People, for one) while shooting down the big, bad ol' centipede in a 3D environment. As you clear the screen, you'll have to go a few more rounds to finally move onto the next area, complete with brand new mission requirements as well.

Unfortunately, the additions don't lend much to the overall gameplay, which, for all intents and purposes, is a very simple glee ride for anyone with memories of gaming predating 1982. Ultimately, even with the pack-in bonus of the original arcade version of the game, Centipede ends up being little more than quick thrills for retro fans, but the rush lasts no longer than it takes to go a few rounds.

FRANCESCA REYES



1 All the familiar touches are given the 3D treatment, including the mushroom-flea. 2 Saving the Wee People. Well, someone has to go and do it now, don't they? 3 While the graphics are re-tooled for 3D, much of the gameplay sticks to two dimensions. 4 Go back to a time when pizza parlours were populated by people dressed in big, scary mouse costumes, and videogames were as tough as old boots.

In Brief

PUBLISHER LEAPING LIZARDS
DEVELOPER HASBRO INTERACTIVE
GENRE ARCADE/SHOOTER
PLAYERS 1-2
VMU PAGES 16+
RATING E
PERIPHERALS JUMP PACK
ONLINE NO
PRICE $49.99

Official Sega Dreamcast Magazine			
	(+)	+ Quick, mindless fun for one or two players + Inclusion of arcade mode good for retro fans	**4**
	(-)	– Overly simplistic gameplay wears thin quickly – Straight port-alike graphics from the humble PC	**out of 10**
	SUMMARY	While it won't set the world on fire, it's a quick (and ultimately disposable) fun for nostalgic gamers	

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1 Dunkin' Duncan takes it to the hoop – or, erm, a few feet higher than the hoop – to score big. 2 Kobe and Shaq finally work together for once, for that all important two-handed slam dunk. Ah, team work... 3 As in the arcade version, everything in NBA Showtime is completely over-the-top: including hyper, fiery dunks.

NBA Showtime

Midway gets 'x-treme' on the court and shows its got game

One of the biggest complaints about arcade-style basketball games is that they quickly deteriorate into an exercise of running the court and mindlessly dunking the ball. While there's no shortage of up-tempo gameplay and gravity-defying dunks in *NBA Showtime*, Midway sidesteps repetitiveness by adding unique features to some very solid basketball play.

Basketball purists will no doubt be disturbed by the characters' stocky looks, exaggerated muscle tone, and super-human abilities, but there's no arguing that the gameplay is smooth and seamless. Like Midway's former arcade-basketball title, *NBA Jam*, *NBA Showtime* provides two-on-two basketball. But in its favor, Showtime doesn't try to be a realistic basketball simulator; rather, it goes for arcade simplicity and ends up providing a surprisingly fluid basketball experience.

As sports games have progressed, control complexity has multiplied, leaving gamers puzzled and frustrated. Thankfully, Showtime is simple enough that four drunk guys can have fun without referencing moves sheets to jump into the action. With four-button controls, play is intuitive and swift.

The play-by-play is also one of the best in a basketball game to date, with non-repetitive commentary and an announcer that actually stays on top of the action. *NBA Showtime* also takes player creation to a new level, boosting tons of replay value. As you win games with your individually-created player, you're awarded ability points which enable you to turn your creation into a 7' basketball machine.

If authenticity is your bag, wait for *NBA 2K*. Showtime combines simplicity with swift play action and unique player creation. If you're looking for fun, fast, and unrealistic "basketbrawl," *NBA Showtime* guarantees all of the above.

ANDREW KAUFMANN

4 Mr. Robinson takes it to the skies on an island arena... weird. 5 "Tell Mr. DeMille, we're ready for our close-ups." Just like in real life, players preen before the cameras. 6 Tracy McGrady nets another one.

In Brief

PUBLISHER MIDWAY
DEVELOPER MIDWAY
GENRE SPORTS
PLAYERS 1
VMU PAGES 17 + 2 X NUMBER OF CREATED PLAYERS
RATING E
PERIPHERALS JUMP PACK
PRICE $49.99

Official Sega Dreamcast Magazine

(+)	+ Simple, intuitive controls + Unique character creation + Seamless, fast-paced play on court
(–)	– Players are frighteningly stocky – Lack of realism will turn off sim fans – Defense is pretty difficult
SUMMARY	A fast-paced hoops game, but sim fans beware. Others are welcomed with shockingly muscled arms

7 out of 10

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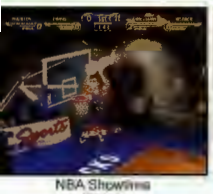

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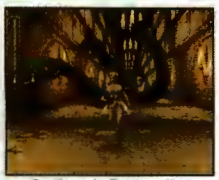

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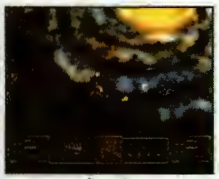

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Agetec Rally Wheel for Dreamcast

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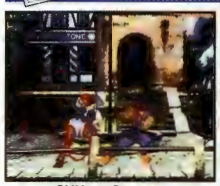

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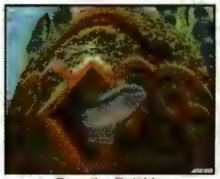

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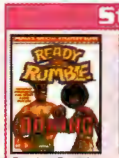

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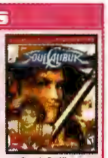

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1 It simply cannot be said that UbiSoft's Suzuki Alstare Extreme Racing isn't a gorgeous game. With beautiful lighting effects and colorful course environments, the game has made a significant visual leap from its Japanese counterpart. 2 While the first three tracks can be noted as clunkers, the design and effectiveness of later tracks ramp up nicely. 3 Unlocking the Supersport bikes rewards you with some highly tightened play.

PLAY IT! ON THE CD

Suzuki Alstare Extreme Racing

It's touchy, it's twitchy, but in the end this un-sim is kinda fun

Dubbed 'arcade racing' and with the word 'Extreme' in the title, you already know simulation aspects will be sacrificed for effect in Alstare Racing. While tracks sport superb textures and course layouts offer some tremendous 'twitch' racing opportunities (after you clear the first three rather uninspiring ones), bike handling bears absolutely no resemblance whatsoever to riding real Supersport motorcycles.

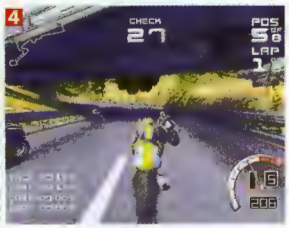
Control is totally skewed to arcade players. The levers work well to replicate the feel of a brake and throttle, but the analog stick is extremely sensitive. Turning is a mere flick of the analog, thus making the arcade play much more precise – and much more difficult.

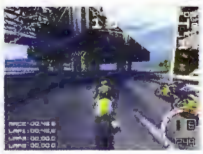
Emphasizing visual effect over accuracy, both you and the computer-controlled riders swing impressively (but uselessly) from side to side and they're more likely to browbeat you off the track than go for a better racing line (but that improves considerably later on).

Collision detection is inconsistent – a poorly-executed turn sometimes allows you to ride over scenery, while at other times just clipping an obstacle will send you flying. However, for those who braved the high import price to buy Redline Racer (as it was called in Japan), the problems of the original release have been corrected. Once you manage to obtain the two Supersport versions of the bikes, the riding is tense and hard-fought. It's a battle that pays off well for those who get past the rougher obstacles earlier in the game.

Play Suzuki Alstare Extreme Racing as an arcade blast and you'll have fun, but expect a sim and you'll leave the party disappointed.

MAX EVERINGHAM





4 With some very touchy controls, you'll need to learn how to effectively steer and outdistance tough AI racers at a considerable pace.

In Brief

PUBLISHER CRITERION STUDIOS
DEVELOPER UBI SOFT
GENRE RACING
PLAYERS 1-2
VMU PAGES 16
RATING E
PERIPHERALS JUMP PACK
ONLINE NO
PRICE $49.95

Official Sega Dreamcast Magazine

(+)	+ CPU riders will put up a good fight, right to the finish line + Crisp graphics and luscious lighting effects
(-)	– There is nothing original or inspiring about the game – Control is jerky until you learn to apply a feather-light touch
SUMMARY	A competent but unrealistic racer that caters to the arcade market without ever attempting to be a sim

6 out of 10

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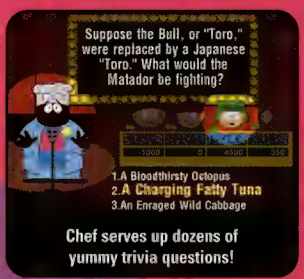
Suppose the Bull, or "Toro," were replaced by a Japanese "Toro." What would the Matador be fighting?
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3.An Enraged Wild Cabbage

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Note to self: Bathroom, *then* costume.

Codes!

This month, we figured that you were sick of strategies and walkthroughs and all things that actually meant that you had to play the game – so in that spirit we have come bearing many codes. From *Aerowings* to *Marvel Vs. Capcom* and beyond, we'll be adding a code section to our HOWTO every issue. After all, if you aren't having fun going up against that impossible sixth level boss for the fiftieth round, then maybe it's time to stop being completely honest and start cheating.

Marvel vs. Capcom

Selecting Your "Special Partner"

Okay, so it's not as lewd as it sounds. But using this mini guide will help you select your special partner in Arcade Mode with spot-on accuracy, rather than trying to hit your A button with precision. In order to get the trick to work, enter Arcade Mode and select your first fighter, then when the time comes to select your second character, press and hold down **START**. Then, and only then, press and hold the corresponding buttons to select the Special Partner of your choice. **NOTE: The buttons are changeable, depending on the way your controller is configured, so it's wise to get to know your High Punch, Low Punch, etc. buttons before trying this out.**

Code	Special Partner
MP	Lou
HP	Saki
LP	Unknown Soldier
MK	Psylocke
LK	Pure and Fur
LP + MP	Arthur
LP + HP	Ton Pooh
LK + HP	Magneto
LP + LK	Michelle Heart
LK + MP	Thor
LP + MK	Juggernaut
MP + MK	Iceman
MP + HP	Devilot
MK + HP	U.S. Agent
LP + MP + HP	Anita
LP + LK + MP	Cyclops
LP + LK + HP	Storm
LK + MP + HP	Jubilee
LP + MP + MK	Colossus
LP + MK + HP	Shadow
MP + MK + HP	Sentinel
LP + LK + MP + HP	Rogue

Secret Characters

Like every other Capcom 2D fighter, there's a special way to access secret fighters from the Darkstalkers series, seen in Marvel. In order to do so, follow the directions for the fighter you want to play as at the Character Select screen for Arcade Mode by pressing the listed directions the indicated number of times.

NOTE: As far as we can tell, you can only choose one secret character per play.

Lilith Morrigan (Dark Stalkers)

Highlight Zangief, then press ← (2), ↓ (2), → (2), ↑ (2), ↓ (4), ← (2), ↑ (4), →, ←, ↓ (4), → (2), ↑ (4), ← (2), ↓ (4), →, then ↓.

Roll (Megaman)

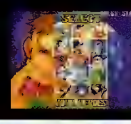
Highlight Zangief then press ← (2), ↓ (2), → (2), ↓ (2), ← (2), ↑, →, ↑ (2), then → (2)

Red Venom (Marvel)

Highlight Chun-Li, then press →, ↓ (4), ←, ↑ (4), → (2), ↓ (2), ← (2), ↓ (2), → (2), ↑ (4), ← (2), then ↑.

Orange Hulk (Marvel)

Highlight Chun-Li, then, press → (2), ↓ (2), → (2), ← (2), ↓ (2), ← (2), ↑ (4), ↓ (2), → (2), ↑ (2), ↓ (4), ↑ (4), →, then ↑.



Gold War Machine (Marvel)

Highlight Zangief, then, press ← (2), ↓ (2), → (2), ↓ (2), ← (2), ↑ (4), → (2), ← (2), ↓ (4), → (2), ↑ (2), ← (2), ↓ (2), → (2), then ↑ (5).

HOWTO INDEX

THIS MONTH'S FEATURED GAMES AT A GLANCE

Marvel vs. Capcom
NFL Blitz 2000
Virtua Fighter 3tb
Mortal Kombat Gold
Ready 2 Rumble
Aerowings

NFL Blitz 2000

All the Codes

Like plenty of other Midway games, *Blitz 2000* has Versus codes which must be entered at the screen showing the team helmets. The three boxes below the helmets (circled in red) is where you'll be activating the codes. Press Turbo, Jump, and Pass buttons to change the icons in the boxes and each code shows you how many times each button must be pressed. For instance, if the code is 3-4-5 ⬆, press Turbo three times, Jump four times, Pass five times, then up on the D-pad.

After changing the icons, press the D-pad in the specified direction and the name of the code, as well as a sound, will confirm if it's correct.

Regular Codes

Code	Effect
1-0-1 ⬇	Show field goal %
0-0-1 ➡	Punt hang time meter
0-3-2 ⬅	Fast turbo running
0-4-0 ⬆	Huge head
0-4-5 ⬆	Super blitzing
0-5-0 ➡	Big football
1-0-2 ➡	Hide receiver name
1-2-3 ⬅	Super field goals
1-2-3 ➡	Headless team
1-4-1 ➡	Big players team
1-5-1 ⬆	No punting
2-0-0 ➡	Big head
2-0-3 ➡	Big head team
2-1-0 ⬆	No first downs
2-1-1 ⬅	Allow stepping out-of-bounds
2-1-2 ⬅	Weather: Clear
2-2-2 ⬅	Always QB (2P/4P on same team)
2-2-2 ➡	Always receiver (2P/4P on same team)
2-2-3 ➡	Unlimited throws
2-3-3 ⬆	Powerup teammates
2-5-0 ⬅	Fast passes
3-1-0 ➡	Tiny players team
3-1-2 ⬆	Power-up offense
3-1-2 ⬅	Power-up blockers
3-2-1 ⬇	No highlighting of receivers
3-2-1 ⬅	No head
3-2-3 ⬅	Red, white, and blue football
3-3-3 ⬆	Cancel "Always QB/receiver" code
3-4-4 ⬆	No interceptions
4-2-1 ⬆	Power-up defense
4-2-3 ⬇	No random fumbles
4-3-3 ⬆	Invisible
5-0-0 ⬅	Turn off stadium
5-1-4 ⬆	Unlimited turbo meter
5-2-2 ⬇	Unidentified ball carrier
5-2-5 ⬇	Weather: Snow
5-5-5 ➡	Weather: Rain

Bonus Players

When you start a game, select to enter a name for Record Keeping and enter the name, then the PIN number for the character you want to play as.

Name	PIN	Name	PIN
ALEC	1197	JOVE	6644
ALIEN	1111	LEX	7777
AOB	1111	LUIS	3333
AUBREY	7777	MOOSE	1111
AZPOD	4777	MXV	1014
BOXER	2111	NATHAN	0515
BRAIN	1111	PIRATE	1111
CALEB	0996	PUNKR	1221
CARLTN	1111	PUNKB	2112
CURTIS	1111	RAIDEN	3691
DANIEL	0604	RALPH	1111
DAVID	3333	RANDU	6666
DINO	1111	ROOT	6000
EDDIE	3333	SAL	0201
FORDEN	1111	SHINOK	8337
FRANZ	1010	SHRUNK	6666
GENTIL	1111	SAD	1111
GRINCH	0222	SKULL	1111
GUIDO	2222	SMILE	1111
GUMBY	8698	THUG	1111
JAPPLE	6660	TREX	1111
JASON	3141	TURMEL	0322
JEFF	1111	WHODAT	1844
JENIFR	3333		

Virtua Fighter 3tb

Play As Dural

Dural's back and he's playable in every mode by using the following code. At the character select screen, simply press ⬇, ⬆, ➡, then ⬅ + **START**. You should now be able to choose Dural in every game mode, including Training.

Play as Alphabet Character

Sort of like a Sesame Street Fighter dream character, you too can now play as the Alphabet Character in VF3tb! What you need to do is highlight Akira on the Character select screen, then press **START**, then highlight Lion and press **START**, then highlight Pai and press **START**, then press when to finally choose the character you'd like to transform into the Alphabet fighter.

Play against Alphabet Character

How do you play against the Alphabet character? It's easy. Simply highlight Akira and press **START**, then highlight Lau and press **START**, then highlight Pai and press **START**. Finally, press when to select the character you want to play as against the Alphabet Character.

Remixed Opening Soundtrack

For diehard VF3tb fans, Sega has added in a chance to let players hear alternate music tracks during the game's opening cinemas. To hear them, simply press and hold **START** on both the first and second-player controllers at the screen that shows the Sega logo. Keep holding both **START** buttons until you hear the music begin to play.

Playbook Codes

Code	Effect
1-0-1 ⬅	Arizona Cardinals playbook
1-0-2 ⬅	Atlanta Falcons playbook
1-0-3 ⬅	Baltimore Ravens playbook
1-0-4 ⬅	Buffalo Bills playbook
1-0-5 ⬅	Carolina Panthers playbook
1-1-0 ⬅	Chicago Bears playbook
1-1-2 ⬅	Cincinnati Bengals playbook
1-1-3 ⬅	Cleveland Browns playbook
1-1-4 ⬅	Dallas Cowboys playbook
1-1-5 ➡	Denver Broncos playbook
1-2-1 ⬅	Detroit Lions playbook
1-2-2 ⬅	Green Bay Packers playbook
1-2-3 ⬆	Indianapolis Colts playbook
1-2-4 ⬅	Jacksonville Jaguars playbook
1-2-5 ⬅	Kansas City Chiefs playbook
1-3-1 ⬅	Miami Dolphins playbook
1-3-2 ⬅	Minnesota Vikings playbook
1-3-3 ⬅	New England Patriots playbook
1-3-4 ⬅	New Orleans Saints playbook
1-3-5 ⬅	New York Giants playbook
1-4-1 ⬅	New York Jets playbook
1-4-2 ⬅	Oakland Raiders playbook
1-4-3 ⬅	Philadelphia Eagles playbook
1-4-4 ⬅	Pittsburgh Steelers playbook
1-4-5 ⬅	San Diego Chargers playbook
1-5-1 ⬅	San Francisco 49ers playbook
1-5-2 ⬅	Seattle Seahawks playbook
1-5-3 ⬅	St. Louis Rams playbook
1-5-4 ⬅	Tampa Bay Buccaneers playbook
1-5-5 ⬅	Tennessee Titans playbook
2-0-1 ⬅	Washington Redskins playbook

Two-Player Games

Code	Effect
1-1-1 ⬇	Tournament Mode

Two-Player Confirmed

Code	Effect
0-1-2 ⬇	No CPU assistance
0-2-1 ➡	Show more field
1-1-5 ⬅	No play selection
2-1-2 ⬇	Deranged blitz mode
3-2-3 ⬆	Ultra hard mode
3-1-4 ⬇	Smart CPU
4-0-4 ⬅	Power-up speed
4-2-3 ➡	Super passing mode
4-4-4 ⬆	Super blitz mode
5-5-5 ⬆	Hyper blitz mode

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MK Gold

Cheat Menu Options

MK Gold's Cheat Menu will give you the following options to choose from:

Options

Easy Ending One round to receive ending for your chosen character

Fatal 1 (HP) Press HP at "Finish Him" screen for Fatality #1

Fatal 2 (LP) Press LP at "Finish Him" screen for Fatality #2

Pit Fatal (D+HP) Press ⬇ and HP at "Finish Him" screen for Pit Fatality

Danger One-hit deaths

Kombat Kode Two-player cheats enabled (listed below)

Fight as Goro

To battle as everyone's favorite multi-limbed fighter, enable the Cheat Menu as described above, then choose Arcade and highlight the Hidden option at the bottom of the screen. Then press and hold L-Trigger and R-Trigger, then press ⬆, ⬅, then A

Fight as Sektor

To fight as Sektor, simply enable the Cheat Menu, then highlight the Hidden option at the bottom of the character selection screen. Now press and hold L + R and press ⬆ (4), ⬅ (4), then A

Fight as Noob Saibot

A little Noob anyone? Simply enable the Cheat Menu, then highlight the Hidden option at the bottom of the character selection screen. Now press and hold L + R and press ⬆ (2), ⬅ (4), then A

Accessing the Cheat Menu

Every *MK* game has a cheat menu and *MK Gold* is no different. To unlock the options, press ⬆ (2), ⬇ (2), ⬅ (2), then ➡ (2) very quickly at the Press Start screen when the game loads up. If you do it correctly, you'll hear the announcer say "Outstanding" to confirm its entry.

Now press **START** to arrive at the Main Menu, then highlight Options. Press L and R and keep them pressed, then hit down on the D-pad. You'll now have the Cheat Menu open on the screen.

Kombat Kodes

The following list shows what each of the Kombat Kode number means once you step into the ring. These codes will only work in two-player mode, so make sure to keep that in mind.

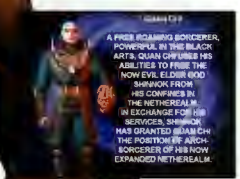
Number Effect
0 Default
1 Big Head Mode
2 Disable Throws
3 Disable Maximum Damage
4 Disable Maximum Damage & Throws
5 Unlimited Run
6 Free Weapon
7 Random Weapons
8 Armed & Dangerous
9 Many Weapons
10 Silent Kombat
11 Explosive Kombat
12 No Power / Danger
13 Default Kombat
14 Weapon Kombat
15 Noob Saibot Mode
16 Red Rain
17 Goro's Lair
18 The Well
19 Elder Gods
20 Tomb
21 Wind World
22 Reptile's Lair
23 Shaolin Temple
24 Living Forest
25 Prison
26 Ice Pit
27 Church
28 Netherealm
29 Soul Chamber
30 Ladder

Alternate Costumes

This one's a pinch. If you want to see everyone in alternate duds, simply highlight the character you want on the character selection screen and press **START** to confirm your choice. Voila!

Character Bios

If you have a burning desire to know Sektor's origin or to find out why MKeena's trapped in the Netherealm, then head to the Kombat Theater in the Options menu. Now highlight the character you want to see and press L+R to display his or her bio. You don't need to finish the game to see any of the bios, but you will if you want to see their ending using the Kombat Theater.


A FREE ROAMING SORCERER, POWERFUL IN THE BLACK ARTS, QUAN CHI USES HIS ABILITIES TO FREE THE NOW EVIL ELDER GOD SHINNOK FROM HIS CONFINES IN THE NETHEREALM. IN EXCHANGE FOR HIS SERVICES, SHINNOK HAS GRANTED QUAN CHI THE POSITION OF ARCH-SORCERER OF HIS NOW EXPANDED NETHEREALM.

That lemon ball was a wee tangy.

Ready 2 Rumble

Note to self: Don't buy that cheap hair gel again.

Level Select in Two-Player Mode

You can choose which arena you want to showcase your talents by following a few easy instructions. When you enter two-player mode, simply hold down the corresponding trigger(s) while selecting your boxer. Keep holding it down until the game begins.

Two-story Arena; Championship Arena + Gym Ring

Alternate Costume

Wanna see your favorite boxer in some new threads? Simply press X+Y before selecting your character at the Character Select screen and you can. Michael Buffer will even comment on the change of costume before the fight begins!

Special Holiday Treats

For the holiday-obsessed, Midway has made sure to sneak in a few treats for you. If you set your Dreamcast internal clock to October 31, make sure to visit the Prize Fight arena in Championship Mode and you'll spot a few skeletons egging on the fight. Do the same for December 25, and the Prize Fight arena will be appropriately decorated with a Christmas tree! Deck the Halls!

Hidden Images

R2R fans will undoubtedly appreciate Midway's inclusion of some collectable hi-resolution images on its disc. If you have a computer at home, simply pop the disc into your CD drive and access the folder labeled "Extras." Inside you'll find what you've been looking for: 20 sharp, gorgeous images to decorate your desktop with.

Clean Pause Screen

We always wondered why people care about having a clean pause screen, but if this is definitely your bag, simply press X+Y when your game is paused and the menu will disappear — leaving you with a screenshot quality still!

Unlocking all Classes

In Championship Mode, there is a way to unlock the different classes, as well as all the boxers. Interested? When you're prompted to enter your gym's name after starting a new game in Championship Mode, enter any of the following names to get what you want. We assume that you'll be going the "Pod 5!" route... The codes are space-sensitive, so make sure to note the underscores represent full spaces between words or letters.

Rumble_Power
Bronze Class unlocked
Rumble_Bumble
Silver Class unlocked
Mosma! Gold Class unlocked
Pod_5! Champion Class, all boxers unlocked

Aerowings

The Ultimate Code!

Want to fly as a dolphin without having to slave through all the missions? All you need to do is load up *Aerowings*, then when you get to the Press **START** screen, simply hold down and and keep them pressed down , then press **START**. You should hear the announcer say "Okay, good." Now begin your game. You'll find that every mission is now unlocked, Exhibition Mode is available, and every single craft, including the Buggy and Dolphin, is now accessible to boot!

Bonus Options

To get a few special options unlocked in *Aerowings*, enter your name as *TASCAS* at the player name screen, then continue (you can choose Male or Female). When you start the game, head to the Options menu, then select Game Config. Choose the Special option and you'll now be able to toggle Hud, Cockpit, and Player Assist on and off!

IT'S CALLED "HARDCORE HEAT" BECAUSE "MUD SLINGING, AIR CATCHING, JAW BREAKING, STOMACH TURNING, ROCK PULVERIZING, SQUIRREL FLATTENING, GNAT SMASHING, FOREST CREATURE TERRORIZING, OUT OF MY WAY OR DIE, EAT MY DUST, STICK IT IN YOUR EAR, THIS ROAD AIN'T BIG ENOUGH FOR THE BOTH OF US, ALL-TERRAIN, OFF ROAD, STUMP JUMPING, BIG BAD ASS BOY. [illegible]" — WOULDN'T FIT ON THE BOX.

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Win!

A Dreamcast plus Sega peripherals and games *for life!*

Having cleared out both our own arcade and that of Sega America with our past competitions, we figured it was time to return to the source — to get back to basics. With that in mind the **Official Sega Dreamcast Magazine** is offering you the chance to win not just the console (which you probably already have — but hey, you can always use another, right? For a spare, or maybe as a small perch for your illegal pet monkey), but Sega games and peripherals for life! As that idiot Prince (The Artist Formally Known As Talented) once said, "that means forever, and that's a mighty long time." Indeed.

Not all the games will be great — some will no doubt be crappy, like *Dynamite Cop*, but coming up there's *Crazy Taxi*, *Chu-Chu Rocket*, *Space Channel 5*, *Sega GT*, *Out Trigger*, *Shenmue*, *Eternal Arcadia*, and loads of others that won't be. As usual, however, the sadists here at the magazine have devised a cunning challenge to stand between you and this astounding prize.

What now?

All you have to do to win all this great stuff is to videotape yourself doing the stupidest dance you can possibly do (either alone or with other stupid dancers) and send it in to this magazine in VHS format. The movie should last no more than 60 seconds and you must ensure that you write your name and address on the tape label. If it were any easier, your dog could enter (Please note: Your dog cannot enter. *Or* your cat. We're not sure about the pet monkey, though — that's probably okay).

Stuff our lawyers want you to read...

One entry total per individual. All entries must be received no later than February 8th, 2000, with the winner being announced on or around June 6, 2000. The editors of the **Official Sega Dreamcast Magazine** will be the judges, and their decision is final. By entering this contest you agree that the **Official Sega Dreamcast Magazine**, Imagine Media, and the other contest sponsors may use your name and competition entry for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of the Contest or the receipt of a prize, and winners are responsible for income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to Imagine Media, Inc., c/o R. Nelson, 150 North Hill Drive, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary; void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

Next Issue

Issue 4 with GD-ROM On sale February 8!*

Star Wars: Episode I RACER

Special Report: LucasArts pulls back the curtain on its futuristic racer, and next issue we give you the full inside scoop.

Jet Set Radio

Sega's hip new genre-bending action title looks absolutely fab (see below). Next issue, we'll tell you how it plays.

And that's not all!

- **Crazy Taxi** *Reviewed*
- **Sega GT** *Revealed*
- **Chakan** *Returns*
- **And Much More!**

* Miss it and be driven to tears by your mocking friends and family members. Contents are subject to change without notice, but are guaranteed to 'rock.'

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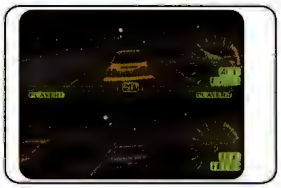

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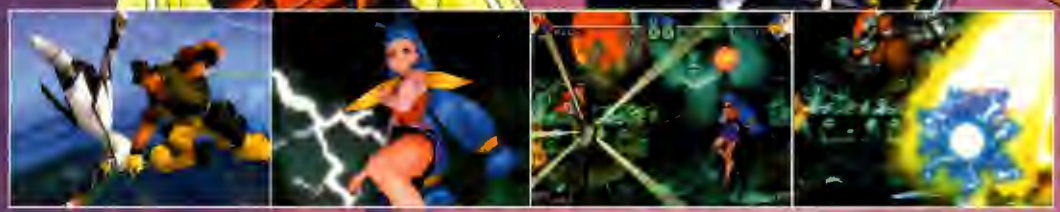

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